YG COMICS
ヤングガンガンコミックス

咲
Saki
3
小林立
SE

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SQUARE ENIX.

試合終了後、
突然、
清澄高校麻雀部に入部した。
宮永咲は、
気付けば底辺へと転落…。
さらに、出番まで仮眠をとる咲と和に、
予期せぬ魔の手が忍び寄る…。
果たして、不運続きの少女達を
待ち受ける運命とは……!?

咲③
—Saki—

We've arrived at the Land of Tacos!!
The tacos have hands and feet!
Those are the Taco-people.
But, everyone seems to be in low spirits...
ひそ

Tutorial and Glossary for Japanese Mahjong

To help you follow Saki's mahjong, we have put together this page to explain how Japanese mahjong works and as a handy reference.

Basic Rules

In Japanese mahjong, there are 4 players. Each player keeps a hand of 13 tiles. When a player has their turn, that player draws a new tile. If those 14 tiles complete all the conditions for victory, that player wins the round. If not, that player has to discard a tile. Any of the other three players then has the opportunity to call "ron" and take that discarded tile if it would complete one of their own conditions for victory.

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Tiles are either of a particular suit, or are honor tiles. There are three suits: man, sou, and pin. Tiles in each suit are numbered from 1 to 9. Honor tiles consist of the 3 dragon tiles and the 4 wind tiles. Numbers 1 and 9 in each suit are called terminal tiles. Together honor tiles and terminal tiles are called end tiles.

3 Suits: Man, Sou, Pin

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Dragon Tiles: chun (red), haku (white), hatsu (green)

Wind Tiles: east wind, south wind, west wind, north wind

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To win a round, a player must have a complete hand and at least 1 yaku. There are three types of complete hands:

1. A hand of 1 toitsu and 4 chi or kan or pon.
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Sanshoku - Three sequences of the same numbers in all three suits. Example: 6 man, 7 man, 8 man, 6 sou, 7 sou, 8 sou, 6 pin, 7 pin, 8 pin.
Suuankou - A hand that consists of only pon and kan and 1 toitsu, where none of the pon or kan were completed with "ron." A yakuman hand
Tanpin - No end tiles, and must be a double-sided wait
Tanyao - A hand that uses no end tiles
Toitoi - When you win with a hand formation of four Pons (or Kans) and a pair, worth two yaku.

Null is proud to present you:

Saki volume 3 round 16

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Release note: Please DO NOT upload our Saki releases to MangaFox, OneManga or any other online viewer.

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3
小林立

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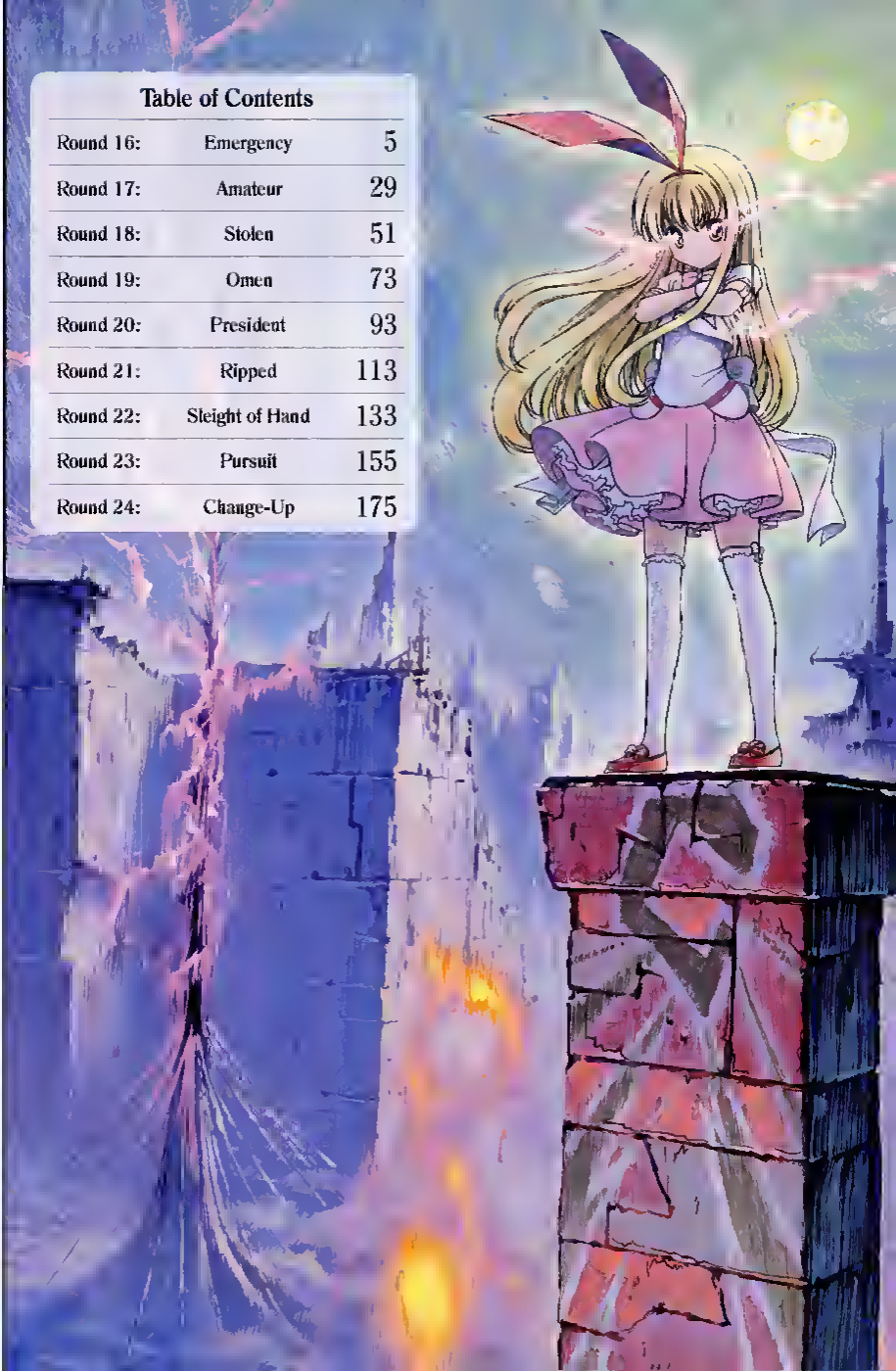
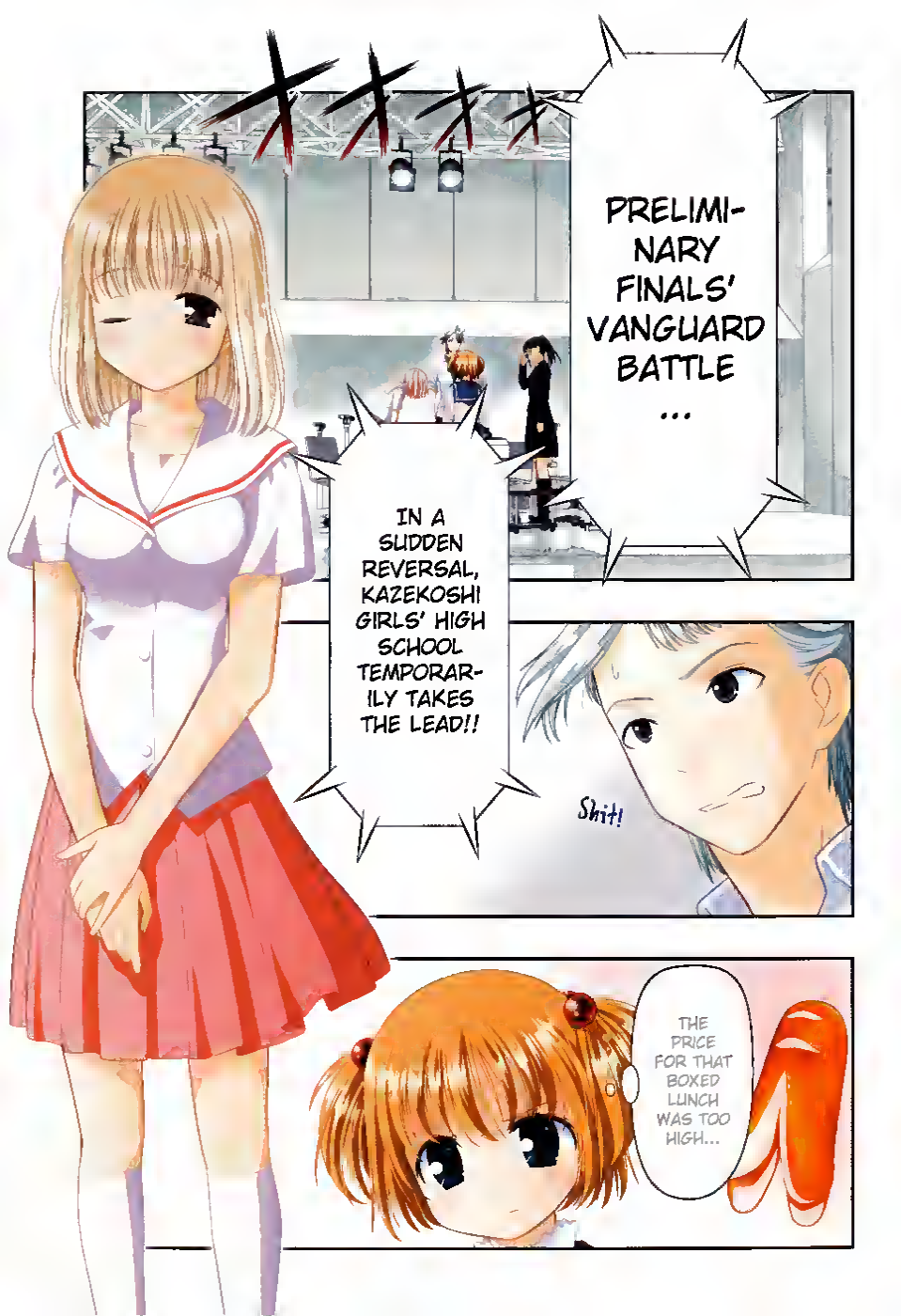
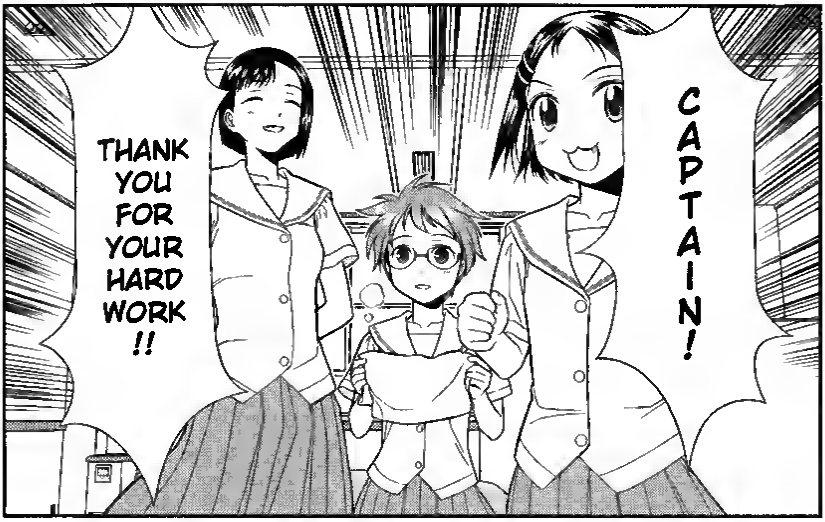
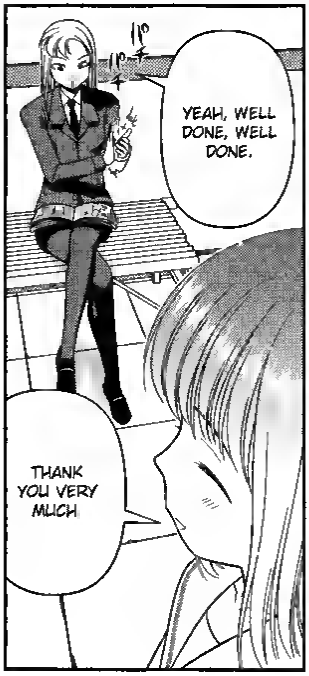



PRELIMI-
NARY
FINALS'
VANGUARD
BATTLE
...
IN A
SUDDEN
REVERSAL,
KAZEKOSHI
GIRLS' HIGH
SCHOOL
TEMPORAR-
ILY TAKES
THE LEAD!!
Shit!
THE
PRICE
FOR THAT
BOXED
LUNCH
WAS TOO
HIGH...

Round 16: Emergency

ガクッ
SEE YA, YAKITORI-TACO.
I'll remember this!
MY TACO GRUDGES ARE DREADFUL, YOU KNOW!
THAT SNACK OF YOURS WAS PRETTY TASTY.


CAPTAIN!
THANK YOU FOR YOUR HARD WORK!!

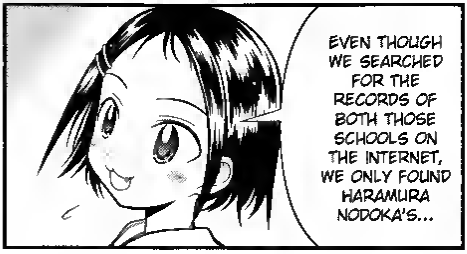

YEAH, WELL DONE, WELL DONE.
THANK YOU VERY MUCH.

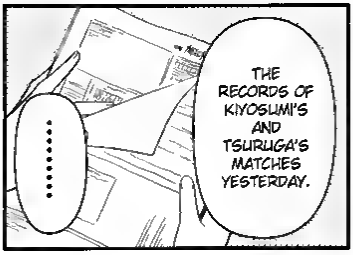
IT WAS A COMPLETE VICTORY AGAINST RYUU-MON-BUCHI!!

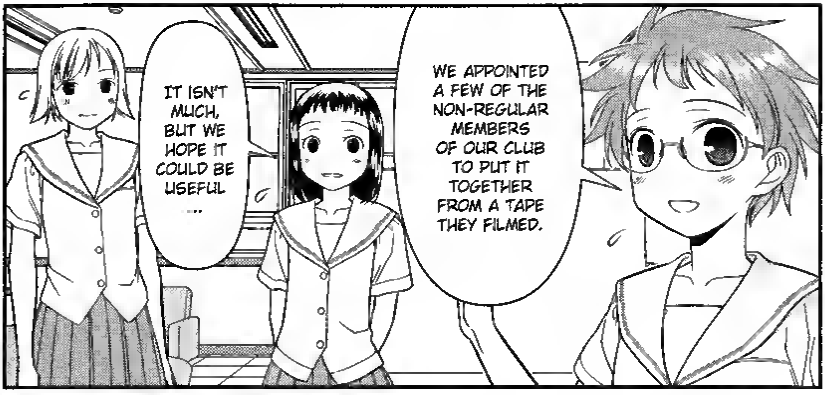
THERE ARE EIGHT HANCHANS REMAINING . .
IF WE PLAY WHILE ENJOYING OURSELVES AS USUAL, WE'LL BE FINE..

CAPTAIN, HERE...
WHAT IS IT?

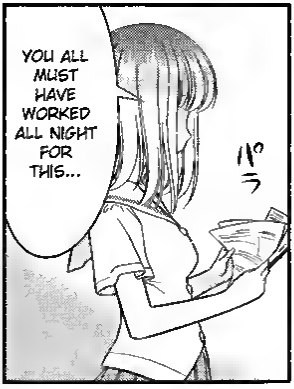
AND EVEN IF AMAE KOROMO APPEARS AS SHE DID LAST YEAR...
IN THE END, WE SHALL PREVAIL

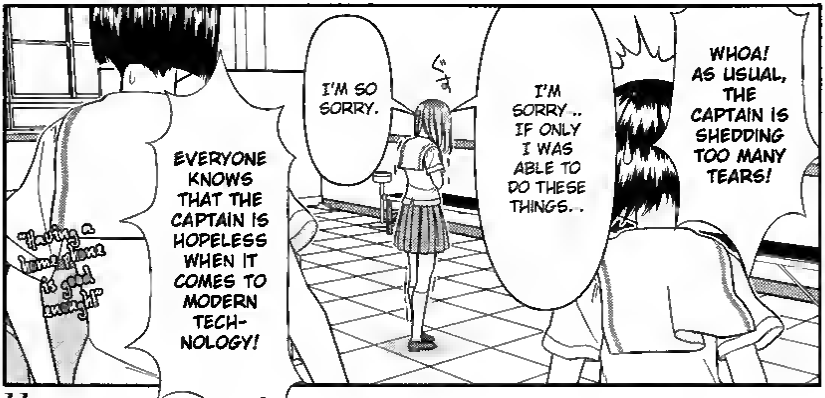

EVEN THOUGH WE SEARCHED FOR THE RECORDS OF BOTH THOSE SCHOOLS ON THE INTERNET, WE ONLY FOUND HARAMURA NODOKA'S...


THE RECORDS OF KIYOSUMI'S AND TSURUGA'S MATCHES YESTERDAY.
.....

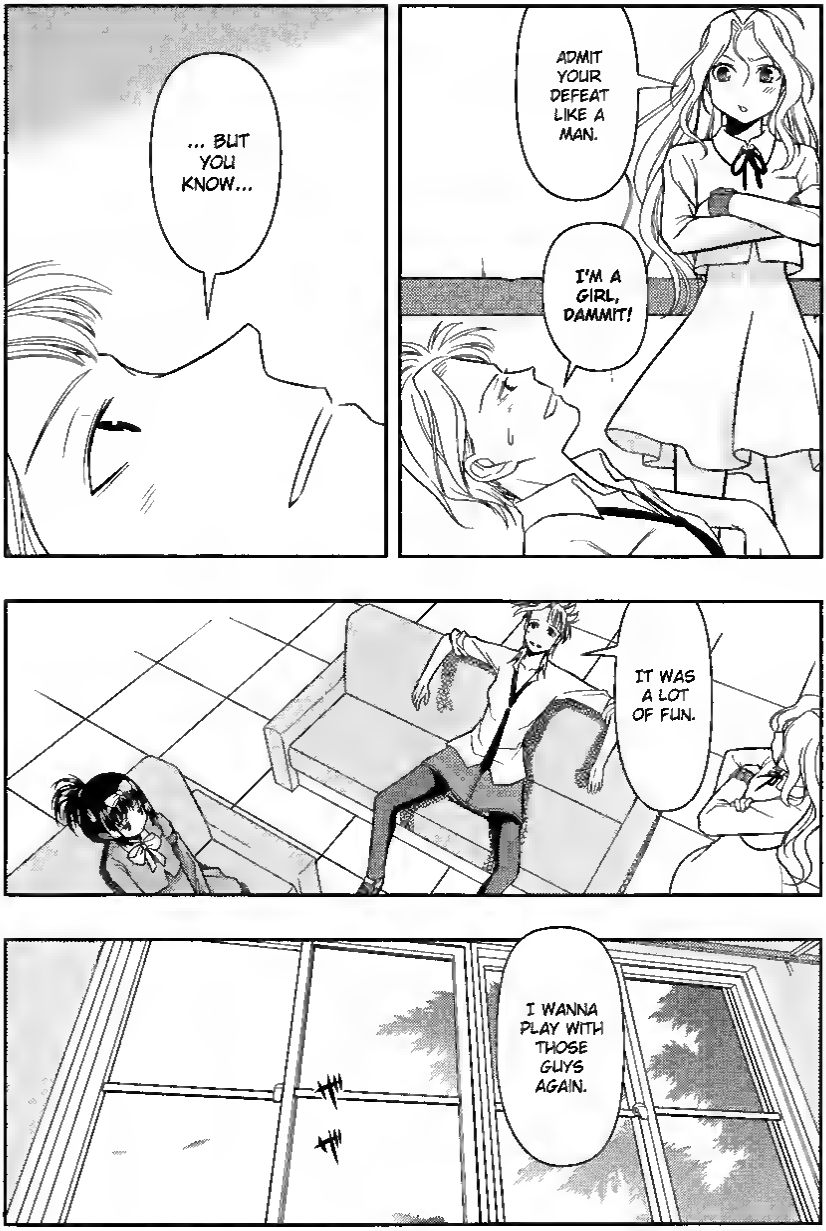

WE APPOINTED A FEW OF THE NON-REGULAR MEMBERS OF OUR CLUB TO PUT IT TOGETHER FROM A TAPE THEY FILMED.
IT ISN'T MUCH, BUT WE HOPE IT COULD BE USEFUL ...

THANK YOU...
ぴ


YOU ALL MUST HAVE WORKED ALL NIGHT FOR THIS...
パラ

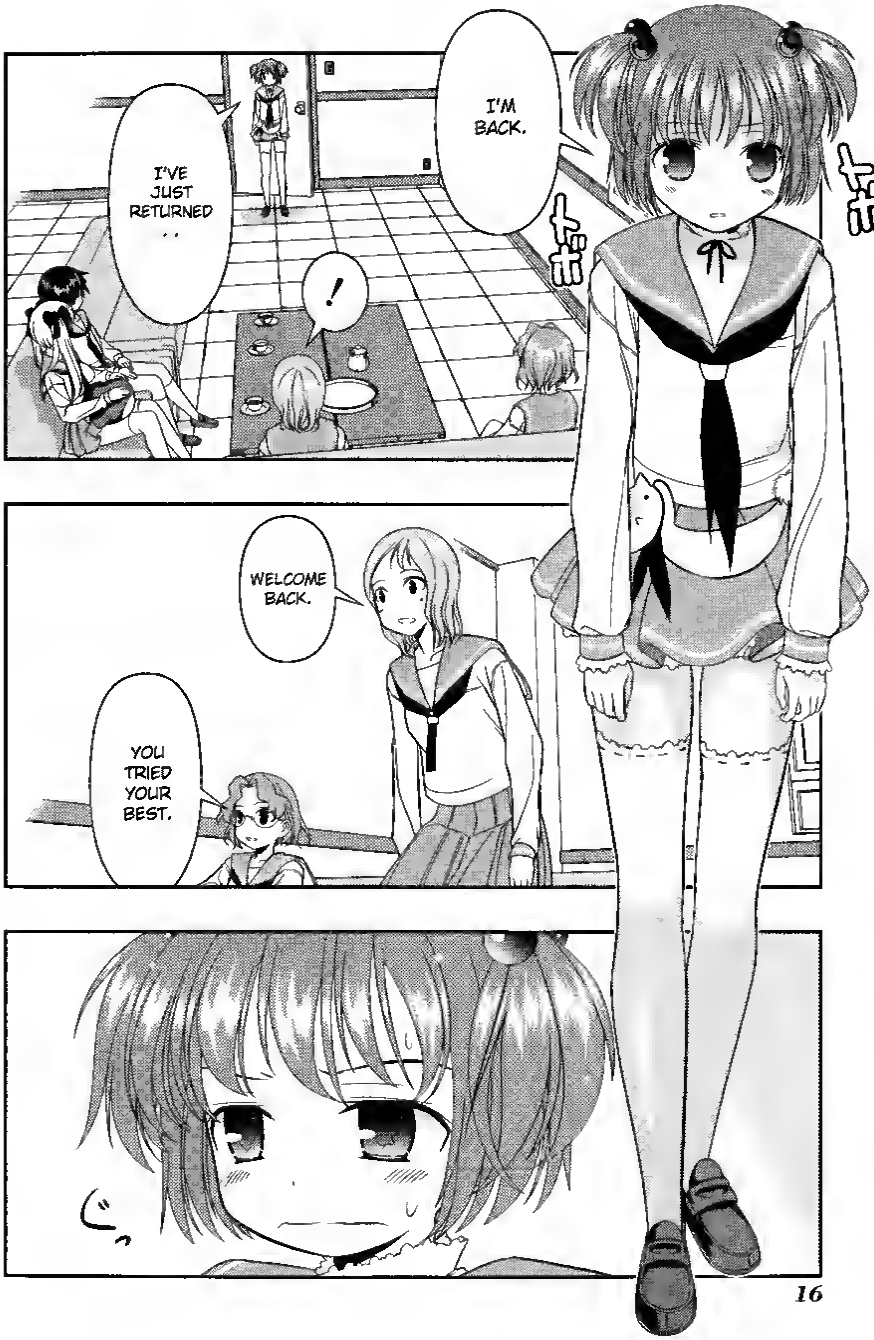

WHOA! AS USUAL, THE CAPTAIN IS SHEDDING TOO MANY TEARS!
I'M SORRY.. IF ONLY I WAS ABLE TO DO THESE THINGS..
I'M SO SORRY.
EVERYONE KNOWS THAT THE CAPTAIN IS HOPELESS WHEN IT COMES TO MODERN TECH-NOLOGY!
"Having a home phone is still amazing!"

PHEW.
Ryuumonb
Waiting R
I WAS IN THE MIDDLE OF A HEAVY WIN STREAK!
THAT GIRL SERI-OUSLY PISSES ME OFF!!
NOW, NOW.
THAT PERSON FROM KAZE-KOSHI WAS PRETTY STRONG LAST YEAR, TOO.
SHE SKILLFULLY USED ANOTHER PLAYER TO SUPPRESS EVEN TOUKA'S RIDICULOUS LUCK.


... BUT YOU KNOW...
ADMIT YOUR DEFEAT LIKE A MAN.
I'M A GIRL, DAMMIT!
IT WAS A LOT OF FUN.
I WANNA PLAY WITH THOSE GUYS AGAIN.

YAWN...
.....
MY...
SLEEPY, AREN'T WE?
I GOT UP EARLY THIS MORNING...
BECAUSE I COULDN'T GET MUCH SLEEP LAST NIGHT...
HMM.
THAT'S TROUBLE-SOME...

DO YOU TWO WANT TO TAKE A NAP IN THE BREAK ROOM?
Later on I'll come and wake you up.
... YEAH..
BECAUSE THERE'S OVER SEVEN HOURS UNTIL SAKI'S MATCH
AND FIVE HOURS UNTIL NODOKA'S ..
?
B-
BUT TO SLEEP WITHOUT CHEERING ON MY UPPER-CLASSMEN ...
Not at all, not at all.
I JUST CAN'T DO THAT.
IT'D BE WORSE TO SEE YOU PLAY A WEAK GAME OF MAHJONG DUE TO DROWSINESS. WE'LL LIVE WITHOUT YOUR CHEERS.
THAT'S RIGHT.


I'M BACK.
トボ
トボ
I'VE JUST RETURNED . .
!
WELCOME BACK.
YOU TRIED YOUR BEST.

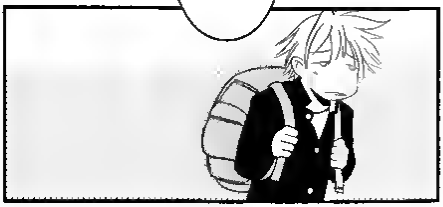
MIYANAGA, LET'S GO TO THE BREAK ROOM.
YEAH ...
わ わ
QUICKLY.
PLACING SECOND AGAINST THOSE TWO WAS QUITE A FEAT.
YOU DID BETTER THAN I EXPECTED!
.....

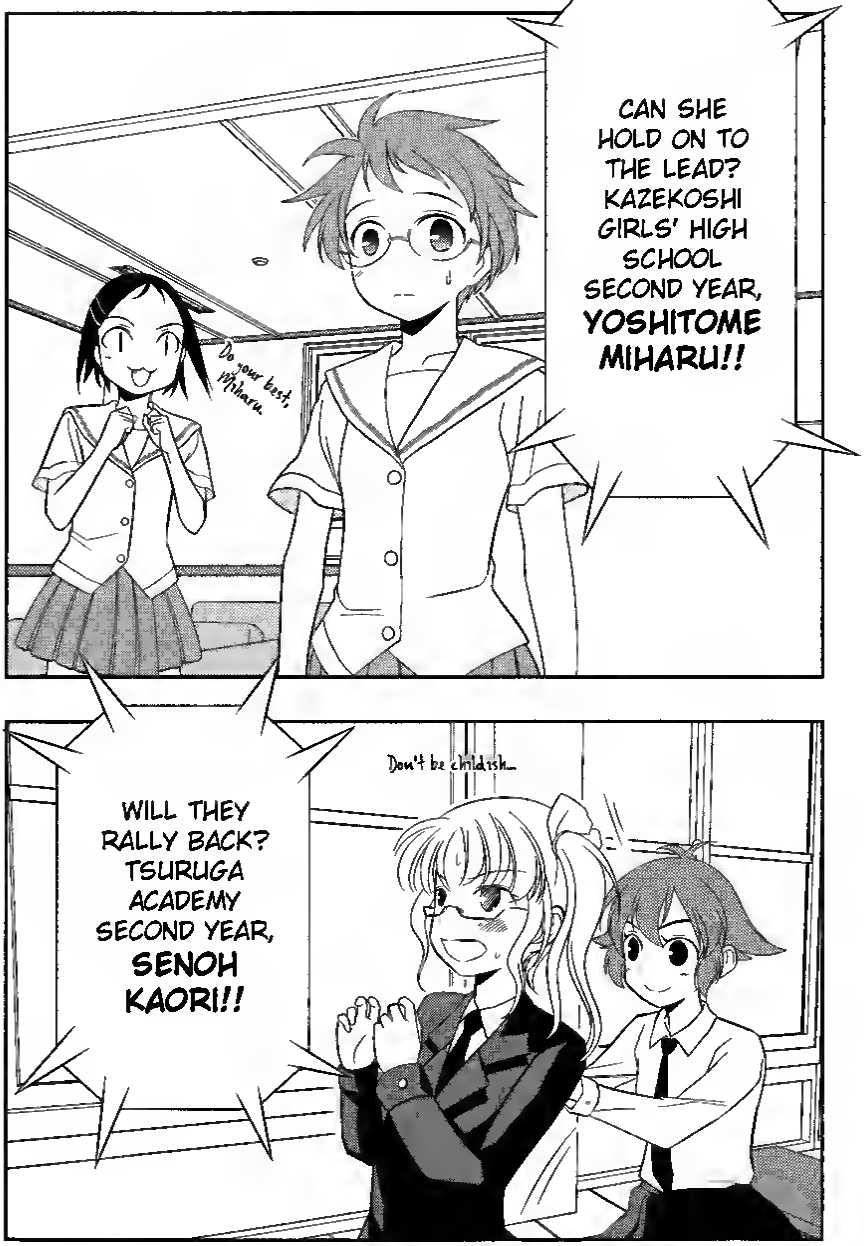
UU...
GOOD JOB!
I GUESS THE OPPOSITION WAS A BIT MUCH.
UWA AAA AAA AAH!
I THOUGHT YOU DIDN'T WANT TO GO TO THE BREAK ROOM ..

YUKI IS A STRONG-WILLED GIRL...
SO I DIDN'T THINK SHE WOULD BE ABLE TO CRY IN FRONT OF PEOPLE HER OWN AGE.

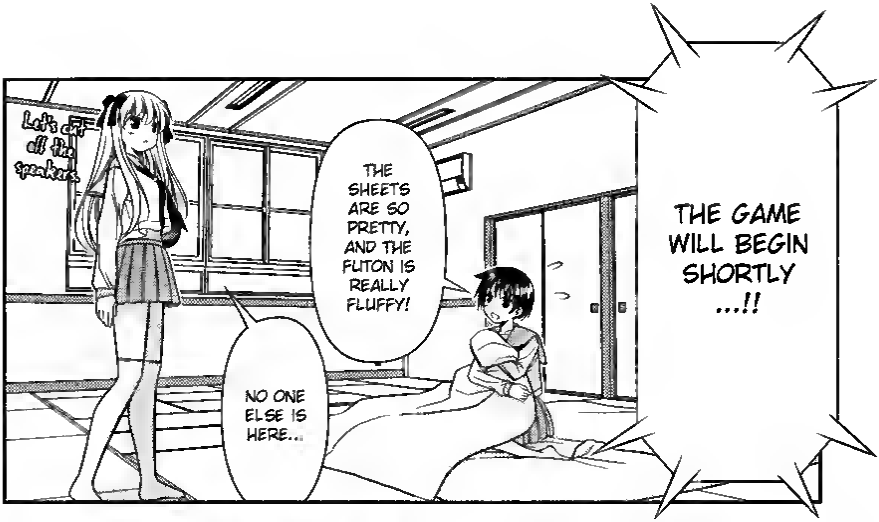
FINALS' SER-GEANT BATTLE !!
Break Room
IT'S BEGUN ...

AHH ...
SO IF WE LEAVE THE ROOM, THE ONLY ONES LEFT THERE WOULD BE THE UPPER-CLASSMEN.
'CAUSE KYO WENT OUT TO BUY STUFF, HUH?




CAN SHE HOLD ON TO THE LEAD? KAZEKOSHI GIRLS' HIGH SCHOOL SECOND YEAR, YOSHITOME MIHARU!!
Do your best, Miharu.
WILL THEY RALLY BACK? TSURUGA ACADEMY SECOND YEAR, SENOH KAORI!!
Don't be childish...

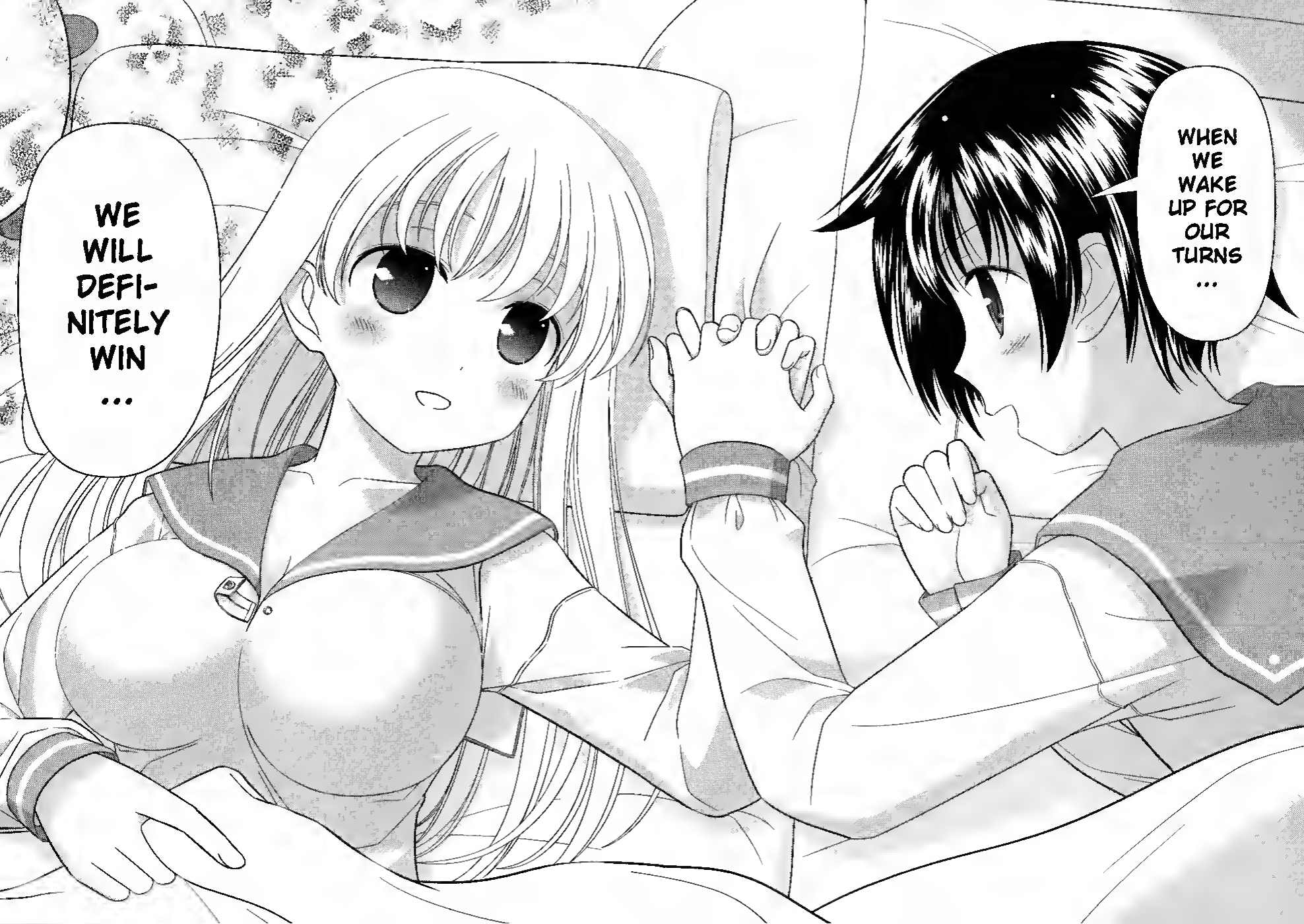
ALL RIGHT THEN, I'LL BE BACK.
KIYOSUMI HIGH SCHOOL SECOND YEAR, SOMEYA MAKO!
RYUUMON-BUCHI HIGH SCHOOL SECOND YEAR, SAWAMURA TOMOKI!


Let's turn off the speakers.
THE SHEETS ARE SO PRETTY, AND THE FUTON IS REALLY FLUFFY!
NO ONE ELSE IS HERE...
THE GAME WILL BEGIN SHORTLY ...!!

SLEEPING TOGETHER LIKE THIS
IF WE COUNT THE TRAINING CAMP, THIS IS THE SECOND TIME, HUH?

THAT TIME...?
AT THAT TIME, I NEVER THOUGHT THAT WE'D BE ABLE TO GET ALONG AS WELL AS THIS!

"PLEASE QUIT THE CLUB."
THE TIME YOU SAID THAT...
P-
PLEASE FORGET THAT ALREADY.


WE WILL DEFI-NITELY WIN ...
WHEN WE WAKE UP FOR OUR TURNS ...

AND GO TO THE NATION-ALS!

チャリ
BUT ...
THEY'RE ALL FOUR-EYES.
IT'S LIKE SOME MEETING FOR A BOOK CLUB.
ONE OF THEM WILL BE DITCHING HER GLASSES.
Break Room
MY, MY IT LOOKS LIKE SOMEONE GOT HERE BEFORE US.
チャチャ

ISN'T THAT HARAMURA NODOKA SLEEPING OVER THERE?
WOW, IT IS!
SLEEPING TOGETHER WITH THAT SHITTY-LOOKING PENGUIN...
ALL RIGHT ...

SHALL WE PULL A PRANK ON HER?

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Suuankou - A hand that consists of only pon and kan and 1 toitsu, where none of the pon or kan were completed with "ron." A yakuman hand
Tanpin - No end tiles, and must be a double-sided wait
Tanyao - A hand that uses no end tiles
Toitoi - When you win with a hand formation of four Pons (or Kans) and a pair, worth two yaku.

Null is proud to present you:

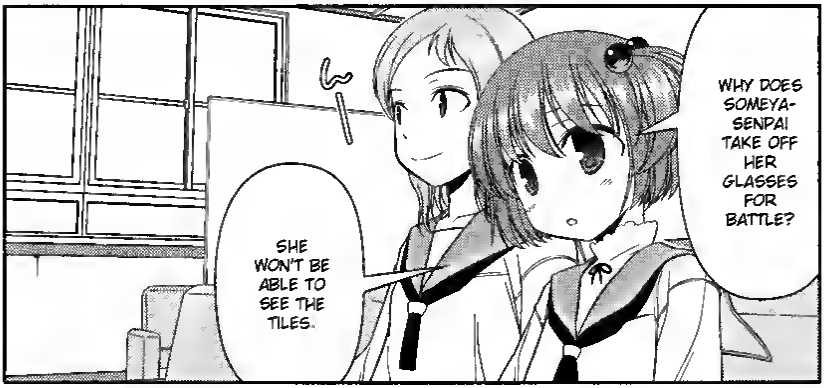
Saki volume 3 round 17

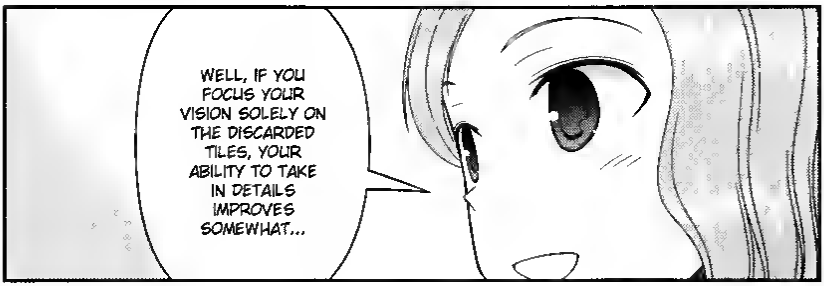
Translation: Kosetsu
Proofread: MinoSpelgud
Scan: Elvisrules
Edit: Spl
Color Pages: Stmated
QC: MattW
Terminology: Osamuko, Kosetsu

Release note: Please DO NOT upload our Saki releases to MangaFox, OneManga or any other online viewer.

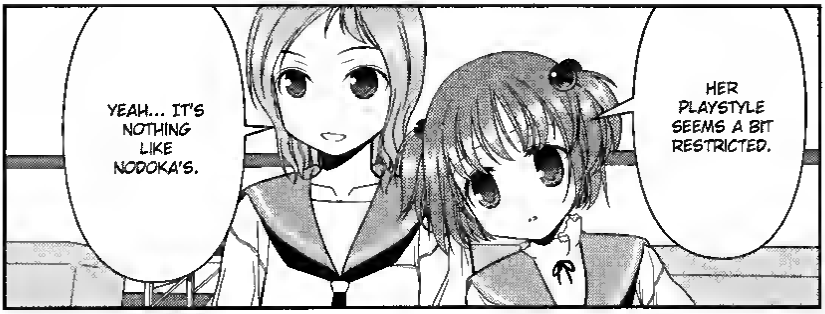
Round 17: Amateur

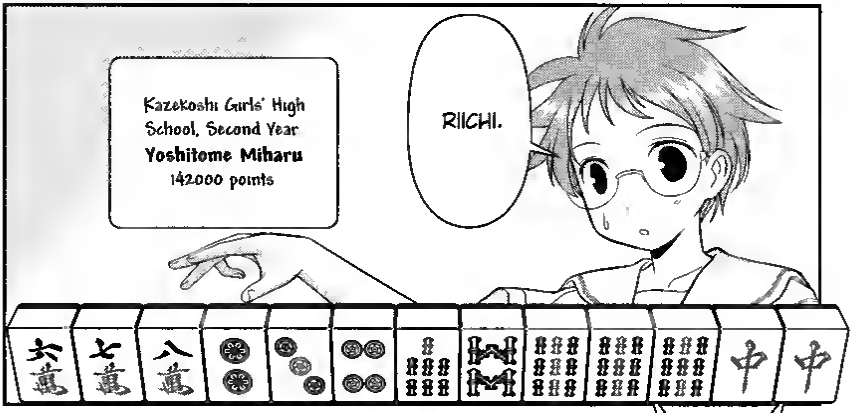
East First Round - South Seat
Kiyosumi High School, Second Year
Someya Mako
88900 points

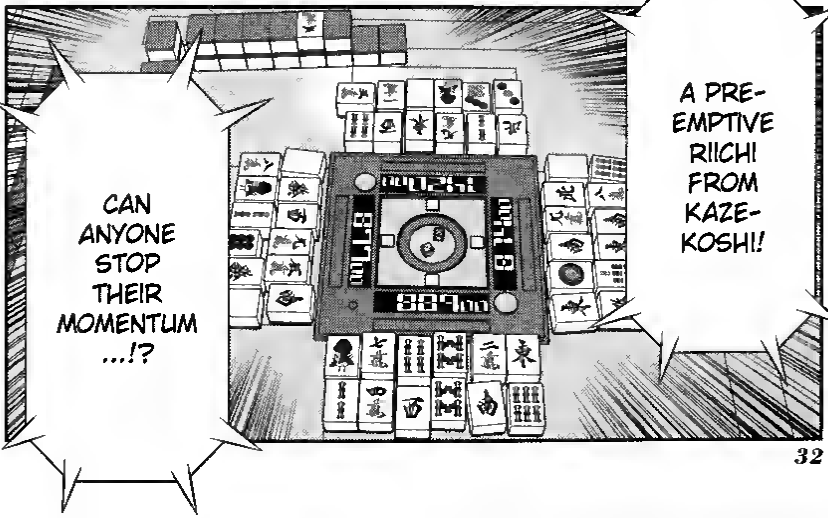

WHY DOES SOMEYA-SENPAI TAKE OFF HER GLASSES FOR BATTLE?
SHE WON'T BE ABLE TO SEE THE TILES.

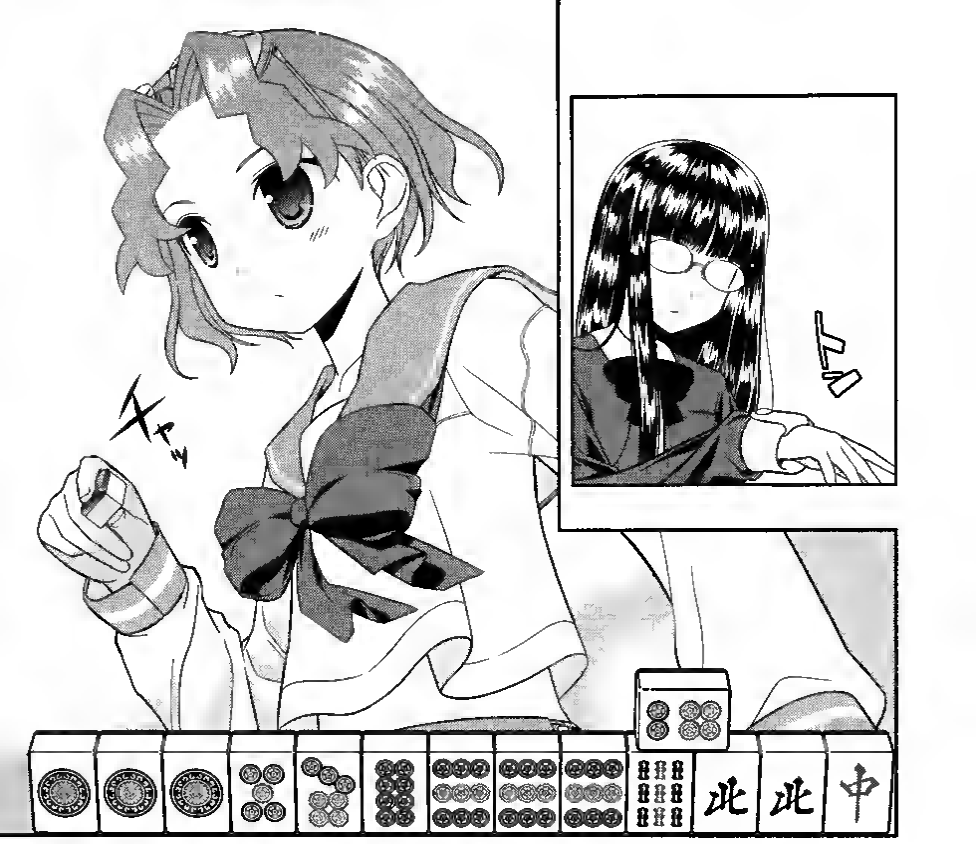

WELL, IF YOU FOCUS YOUR VISION SOLELY ON THE DISCARDED TILES, YOUR ABILITY TO TAKE IN DETAILS IMPROVES SOMEWHAT...

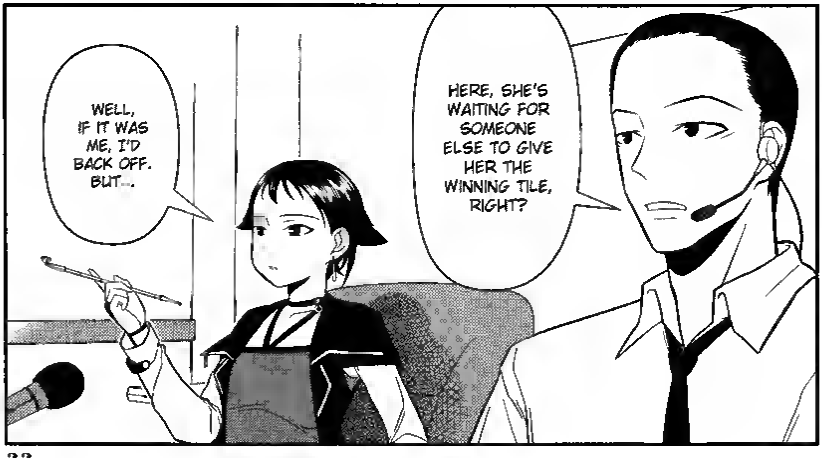
BUT MAKO HAS LIVED IN A MAHJONG PARLOR SINCE SHE WAS LITTLE. SO SHE HAS SEEN A HUGE NUMBER OF GAMES.
SHE USES THE IMAGES CALLED FROM HER MEMORIES INSTEAD.
BY TAKING OFF HER GLASSES, SHE LIMITS HER FIELD OF VISION ...
THEN SHE IS ABLE TO WITHDRAW FROM HER MEMORY A SCENE THAT RESEMBLES THE CURRENT SITUATION BEFORE HER...


HER PLAYSTYLE SEEMS A BIT RESTRICTED.
YEAH... IT'S NOTHING LIKE NODOKA'S.

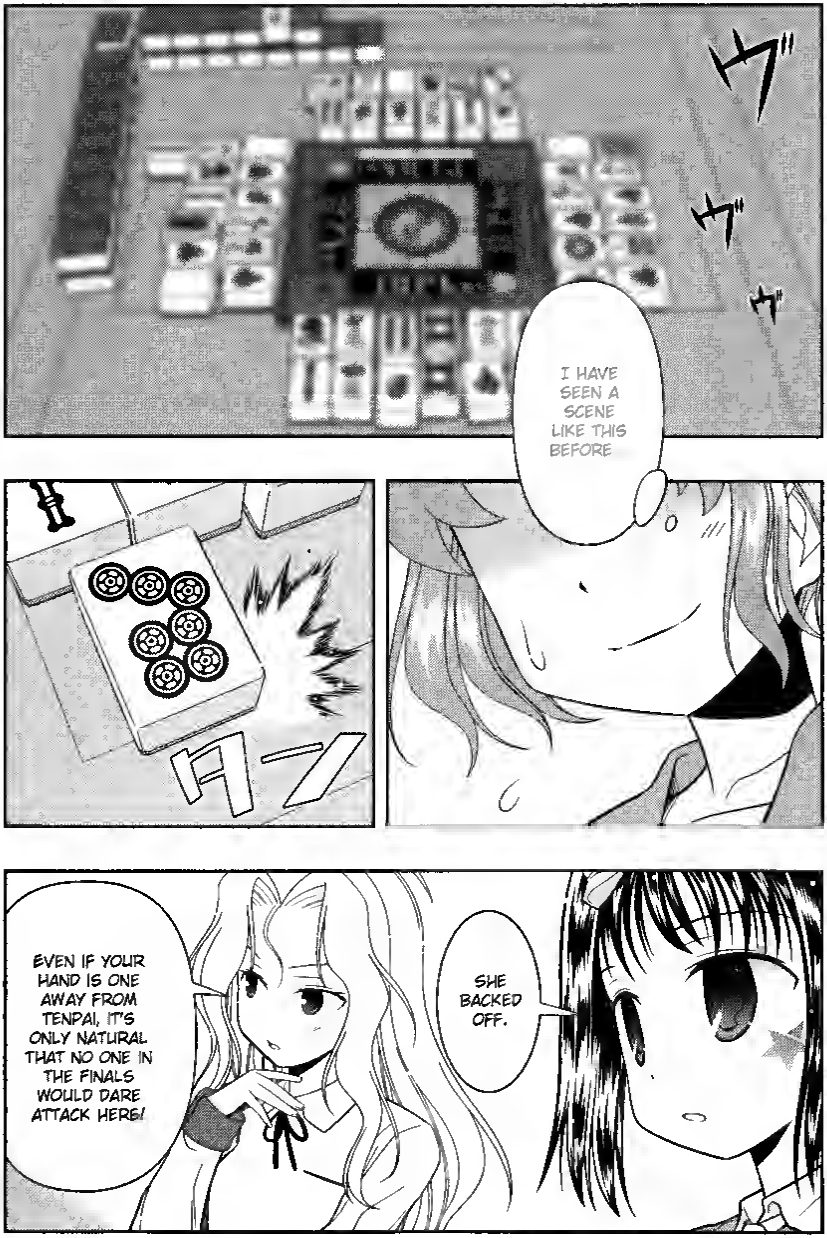

Kazekoshi Girls' High School, Second Year
Yoshitome Miharu
142.000 points
RIICHI.


A PRE-EMPTIVE RIICHI FROM KAZE-KOSHI!
CAN ANYONE STOP THEIR MOMENTUM ...!?

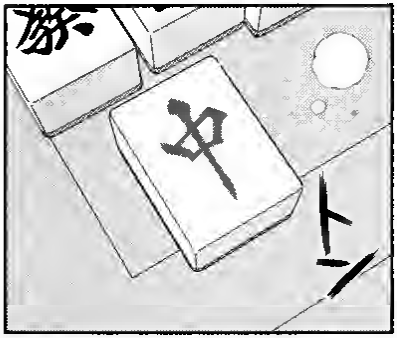



WELL, IF IT WAS ME, I'D BACK OFF. BUT...
HERE, SHE'S WAITING FOR SOMEONE ELSE TO GIVE HER THE WINNING TILE, RIGHT?

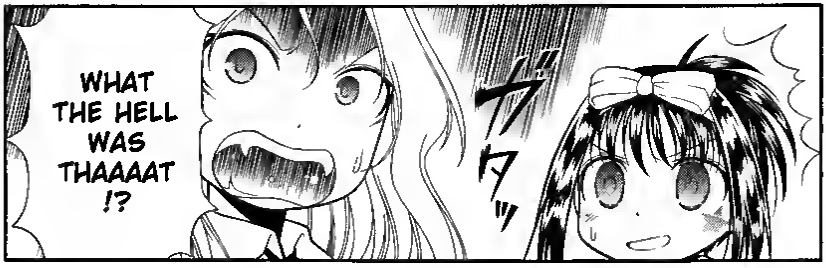
WHAT SHOULD I DO...?

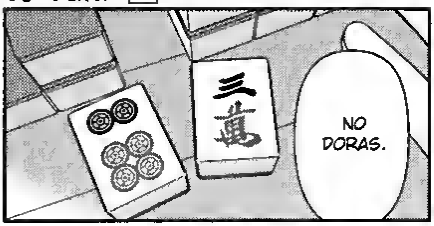

ゴゴゴ
I HAVE SEEN A SCENE LIKE THIS BEFORE
ターン
SHE BACKED OFF.
EVEN IF YOUR HAND IS ONE AWAY FROM TENPAI, IT'S ONLY NATURAL THAT NO ONE IN THE FINALS WOULD DARE ATTACK HERE!

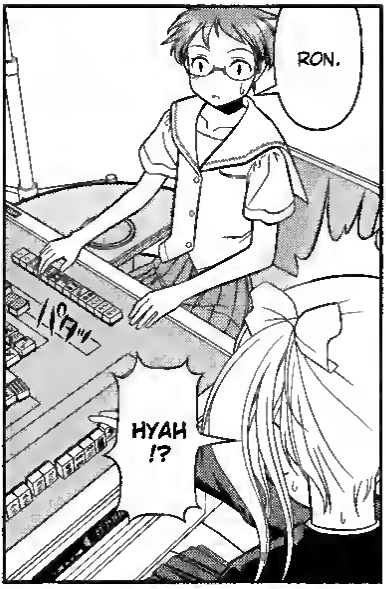
Tsuruga Academy,
Second Year
Senoh Kaori
81400 points
チャッ

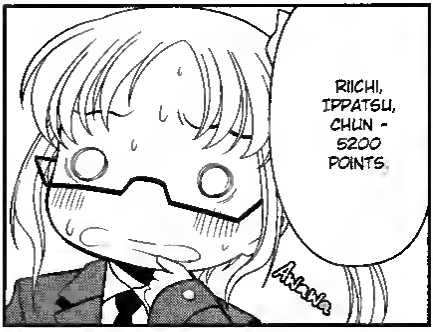

トン

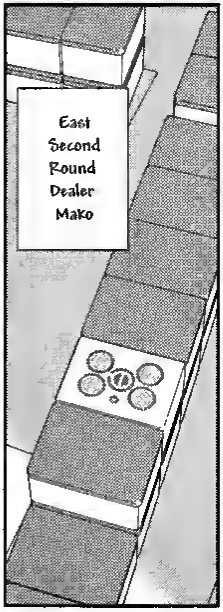
I DON'T REALLY NEED THIS

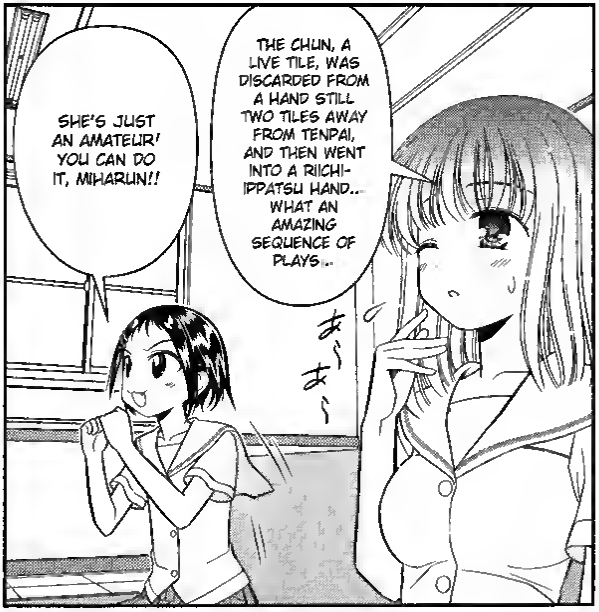

WHAT THE HELL WAS THAAAAT !?
ゴタッ


三萬
NO DORAS.


RON.
HYAH !?

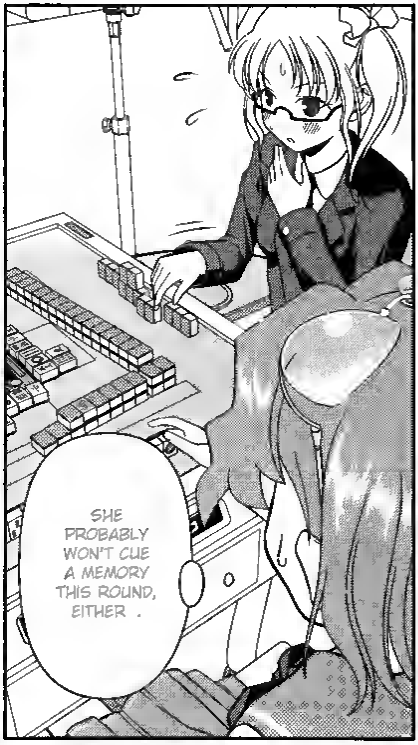

RIICHI, IPPATSU, CHUN - 5200 POINTS.
Ahaha


East
Second
Round
Dealer
Mako


SHE'S JUST AN AMATEUR! YOU CAN DO IT, MIHARUN!!
THE CHUN, A LIVE TILE, WAS DISCARDED FROM A HAND STILL TWO TILES AWAY FROM TENPAI, AND THEN WENT INTO A RIICHI-IPPATSU HAND... WHAT AN AMAZING SEQUENCE OF PLAYS...
まーまー

THE PLAYER ON MY RIGHT IS SHE AN AMATEUR?
NO WONDER I DIDN'T MAKE A MEMORY OF HER IN ANY OF THE EARLIER GAMES..

THERE AREN'T ANY APPROPRIATE SCENES IN MY COLLEC-TION OF MEMORIES!!
Because no amateurs ever came to our store.

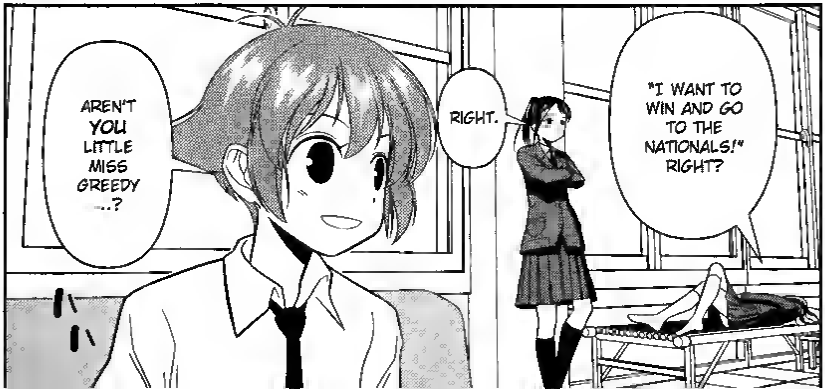

SHE PROBABLY WON'T CUE A MEMORY THIS ROUND, EITHER .

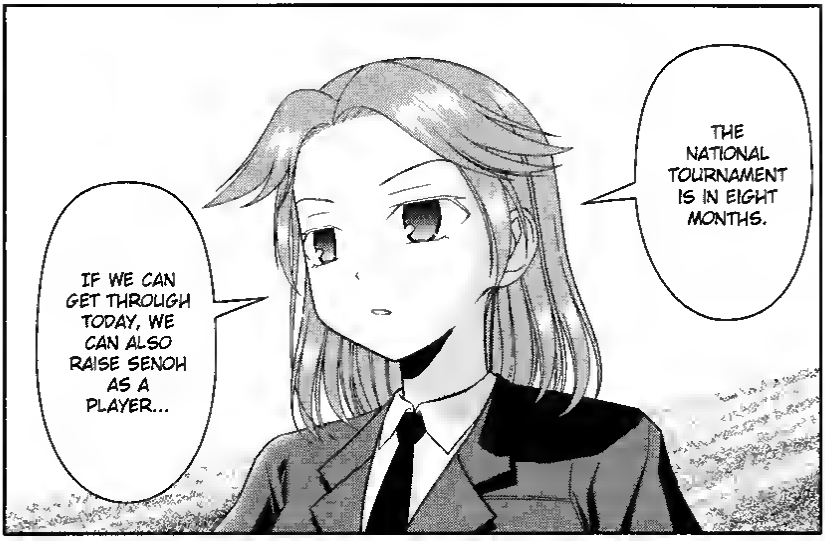
WE WERE ABLE TO GET ENOUGH MEMBERS TO ENTER THE TOURNA-MENT.
BUT THANKS TO HER JOINING US,
AS USUAL, KAORI IS DOING PRETTY LOUSY, HUH?

Tsuruga Acade
Waiting

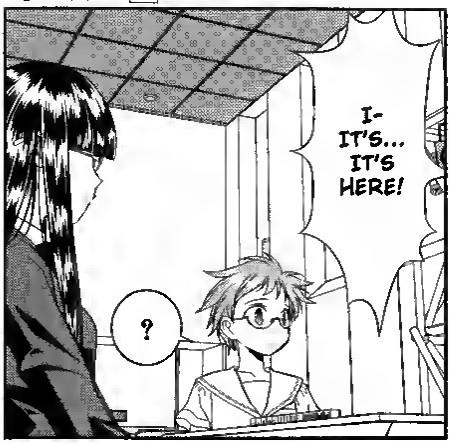
HOWEVER, IT'S HUMAN NATURE TO WANT MORE THAN YOU HAVE.

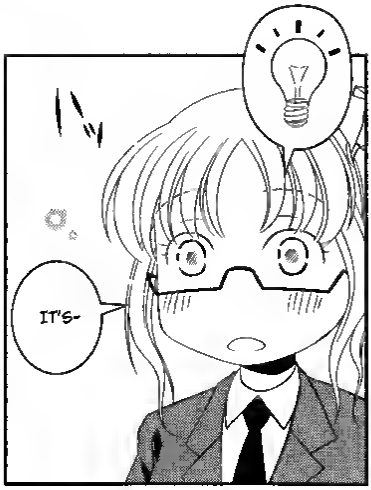
BUT I NEVER THOUGHT THAT WE'D MAKE IT AS FAR AS THE FINALS.
Toki makes an appearance or something

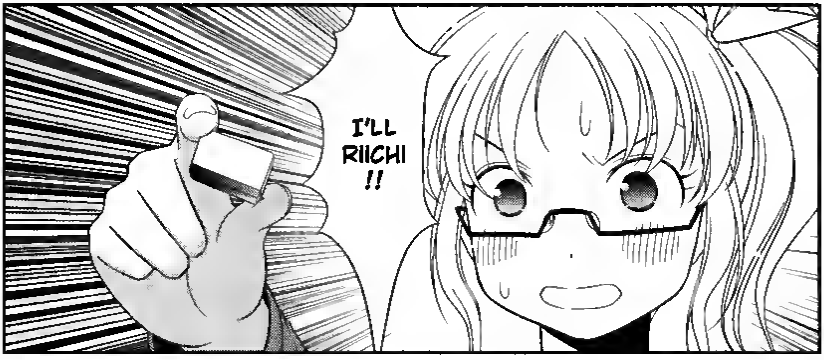

AREN'T YOU LITTLE MISS GREEDY ...?
RIGHT.
"I WANT TO WIN AND GO TO THE NATIONALS!" RIGHT?


THE NATIONAL TOURNAMENT IS IN EIGHT MONTHS.
IF WE CAN GET THROUGH TODAY, WE CAN ALSO RAISE SENOH AS A PLAYER...

AS LONG AS WE CAN GET PAST HERE...!!
Three tiles apiece, three tiles apiece...

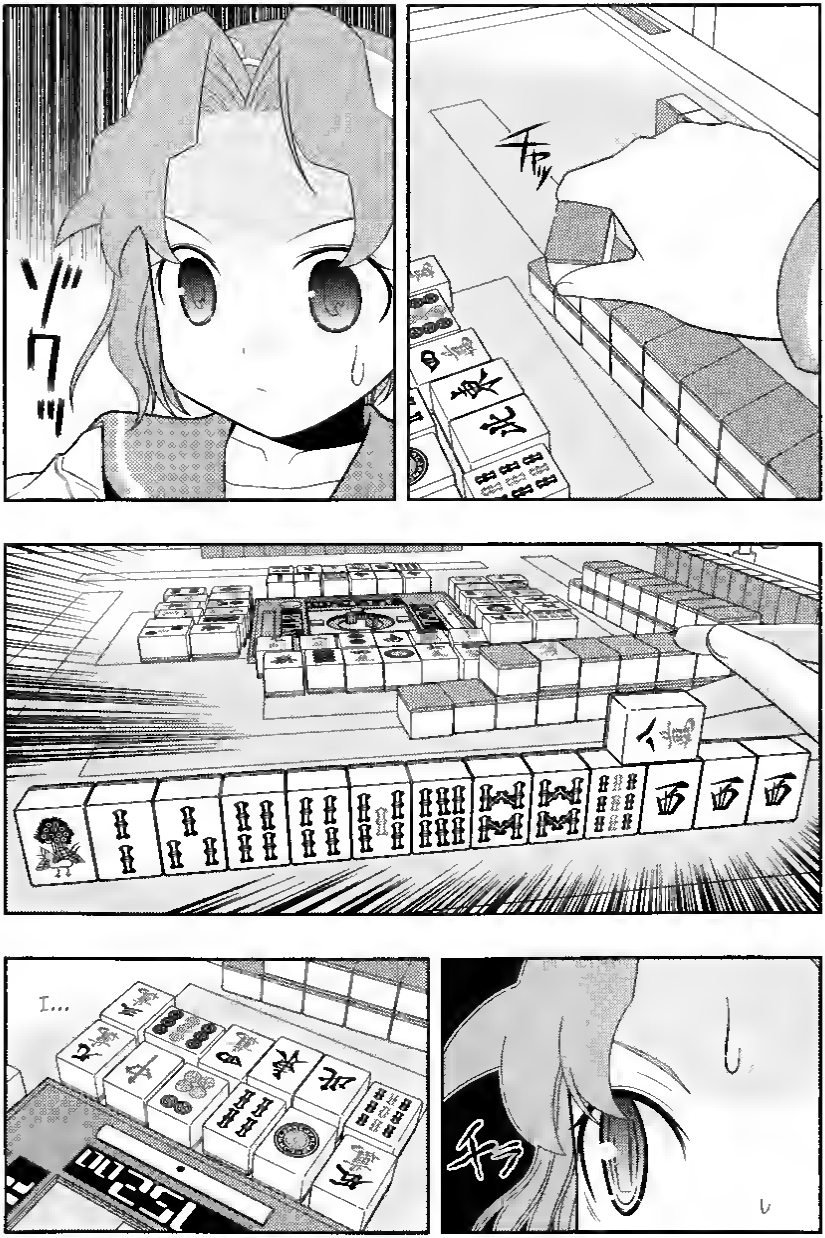

I-
IT'S...
IT'S
HERE!
?

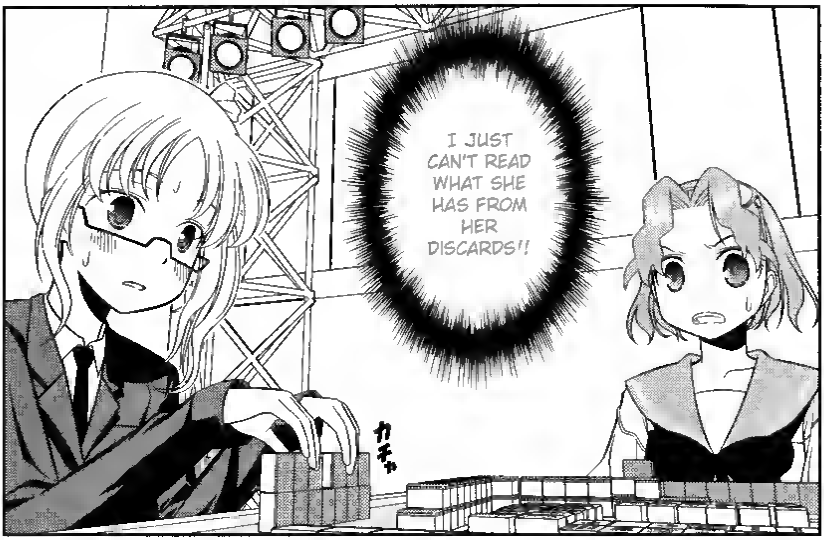

IT'S-

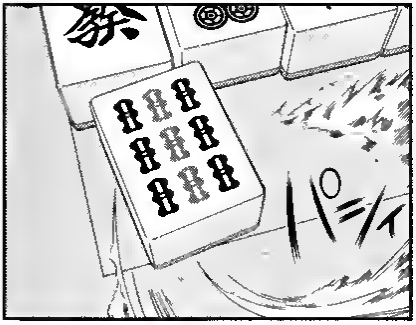

I'LL
RIICHI
!!

Two
discards
later

UM,
THE
RIICHI
STICK
...
ドキドキ
AH!


ゾワ
チラ
西
西
西
I...

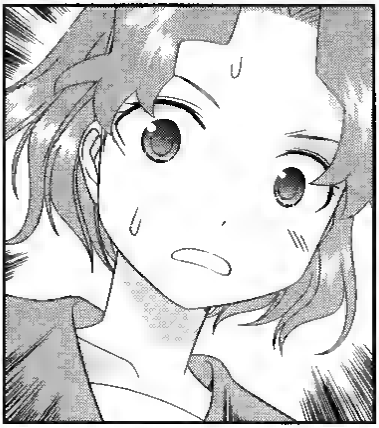

I JUST CAN'T READ WHAT SHE HAS FROM HER DISCARDS!!
カチャ


発
パシィ

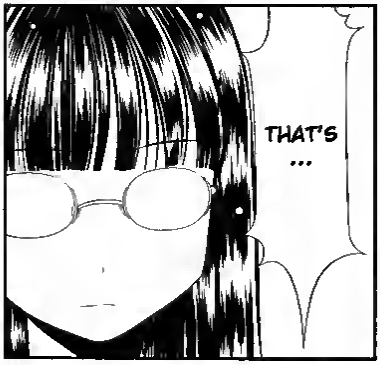
SHIT...

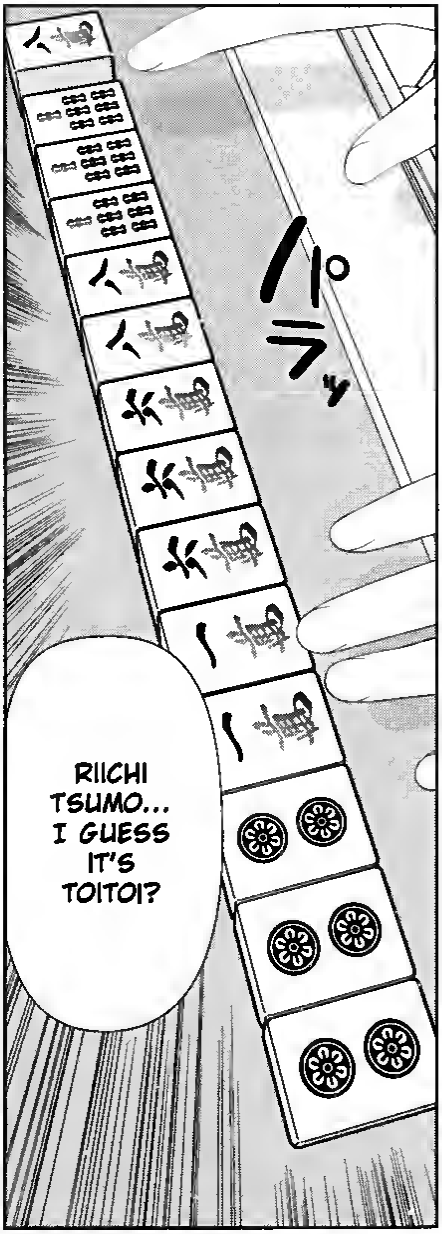
KIYOSUMI SEEMS TO HAVE DROPPED OUT OF THE RACE.

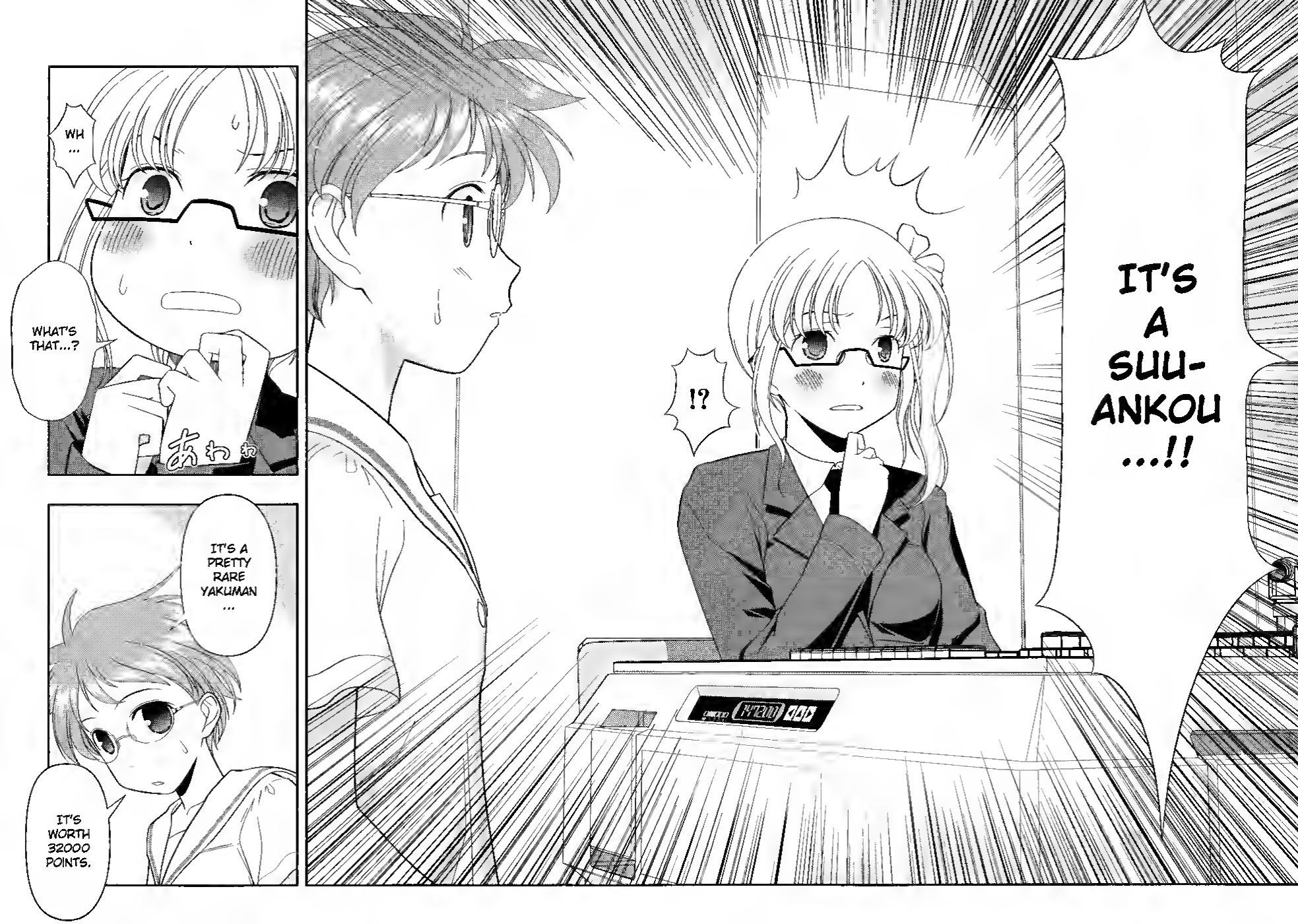
A...
チャッ
REVERSE DORA...
A TSUMO !
AH!
AND YOUR HAND IS...?
AW, I DON'T HAVE ANY...

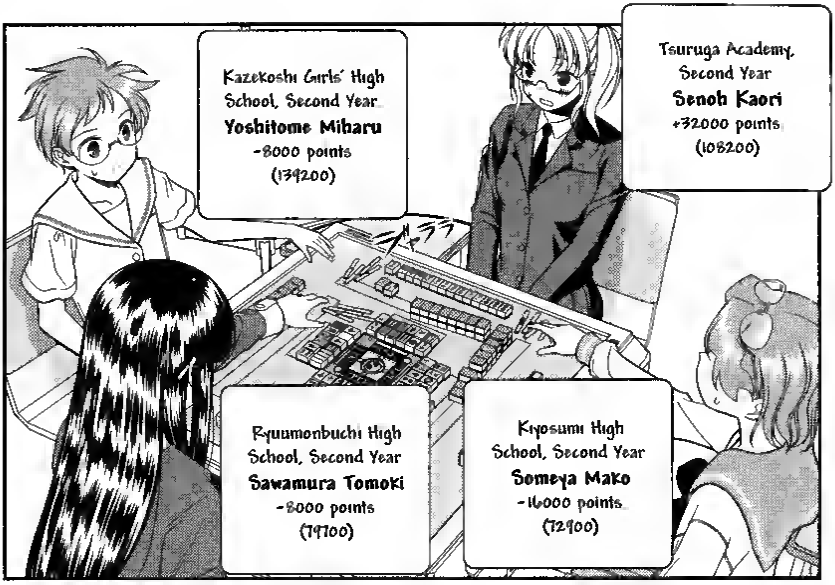


TH-


THAT'S ...


RIICHI TSUMO... I GUESS IT'S TOITOI?


IT'S A SUU-ANKOU ...!!
!?
WH ...
WHAT'S THAT...?
IT'S A PRETTY RARE YAKUMAN ...
IT'S WORTH 32000 POINTS.


Kazekoshi Girls' High School, Second Year
Yoshitome Miharu
-8000 points
(134200)
Tsuruga Academy, Second Year
Senoh Kaori
+32000 points
(108200)
Ryuumonbuchi High School, Second Year
Sawamura Tomoki
-8000 points
(79700)
Kiyosumi High School, Second Year
Someya Mako
-16000 points
(72900)

IF I HAD JUST CUT THE 8 AT THAT TIME, I COULD'VE BEEN SPARED AN 8000 POINT DEDUCTION.
BECAUSE I WAS DEALER, I WAS HIT FOR 16000 POINTS

THIS IS A TERRIBLE START...!!

咲
Saki

Tutorial and Glossary for Japanese Mahjong

To help you follow Saki's mahjong, we have put together this page to explain how Japanese mahjong works and as a handy reference.

Basic Rules

In Japanese mahjong, there are 4 players. Each player keeps a hand of 13 tiles. When a player has their turn, that player draws a new tile. If those 14 tiles complete all the conditions for victory, that player wins the round. If not, that player has to discard a tile. Any of the other three players then has the opportunity to call "ron" and take that discarded tile if it would complete one of their own conditions for victory.

Tiles

Tiles are either of a particular suit, or are honor tiles. There are three suits: man, sou, and pin. Tiles in each suit are numbered from 1 to 9. Honor tiles consist of the 3 dragon tiles and the 4 wind tiles. Numbers 1 and 9 in each suit are called terminal tiles. Together honor tiles and terminal tiles are called end tiles.

3 Suits: Man, Sou, Pin

Honor Tiles

Dragon Tiles: chun (red), haku (white), hatsu (green)

Wind Tiles: east wind, south wind, west wind, north wind

How to Win

To win a round, a player must have a complete hand and at least 1 yaku. There are three types of complete hands:

1. A hand of 1 toitsu and 4 chi or kan or pon.
2. A hand of 7 toitsu.
3. Kokushi musou

Mahjong Glossary

General:

Dead wall - Several tiles that are set aside at the start of the round and not normally drawn from.
Dealer round - An extra round that does not count toward the total number of rounds in the game, and which takes place after a dealer wins a round
Dora - A designated tile which counts as 1 han
Double East - When the Dealer in the East position acquires the East tile, because the Round wind and the Seat wind coincide, it becomes a double yaku
Fu - A scoring unit that is less than han and more than basic points. Also refers to any rule used to calculate fu.
Han-chan - A game consisting of 8 rounds (barring extra dealer rounds) where each player deals 2 rounds
Horse - An optional rule where extra points are given to the winners of the round, usually the first and second place.
Iishanten - A state in which you are one tile away from Tenpai.
Kuitan - Making an open Tanyao
Menzen - Fully closed hand, never having called "ron" and revealed any of one's tiles
Reverse dora - An extra bonus tile that is flipped over when a player who declared "riichi" wins the round
Ron - To pick up a discard. "Ron" can be called when another player discards the tile a player needs to win. That tile is then used to complete a chi, kan, or pon, which is then set aside. The closed portion of the player's hand becomes smaller (It's not menzen anymore.) In addition, points are transferred from the player who discarded to the player who called "ron."
Ryankan - A type of wait where the tiles form patterns like 1-man, 3-man, 5-man or 4-pin 6-pin, 8-pin, etc
Tenpai - The state of needing only 1 more tile to complete a hand. Tenpai is necessary to call "riichi," so it would typically be spoken in that context. "[Some yaku] tenpai" refers to when only 1 more tile is required to obtain that yaku
Tobi - A rule in which the game ends as soon as any player has 0 or less points
Tsumo - "Tsumo" is called when a player draws the tile they need to win, but is not sufficient to win without additional yaku. "Menzen chin tsumohou," a yaku, is frequently declared as "tsumo"
Tsumikomi - A frowned-upon strategy where a player gathers advantageous tiles into their wall before the round begins, and therefore gets the tiles they want more quickly
Wait - The state of needing one more tile to win after declaring "riichi." There are different types of waits, depending on how many different tiles could complete the hand and how each affects the hand's value
Wall - The undrawn tiles. Each player typically draws only from a specific part of the wall, referred to as that player's wall, unless forced to draw from another player's wall because no more of theirs remains
Yaku - Special conditions necessary to win

Score-related:

Baiman - An 8 to 10 han hand
Han - A score multiplier. The more han, the more your score increases exponentially. Some yaku are worth more han if they are menzen
Haneman - A 6 to 7 han hand
Kazoe-yakuman - A 13 han or more hand. Scored the same as yakuman
Mangan - A 70 fu 3 han or more, 40 fu 4 han or more, or 5 han hand
Sanbaiman - An 11 to 12 han hand
Yakuman - Hands that are so difficult to get that they are worth the maximum possible point value.

Tile melds:

Chi - 3 consecutive numbers, same suit Example. 2 pin, 3 pin, 4 pin
Kan - 4 of the same tile Example. haku haku, haku, haku. When a player completes a kan, they must draw an additional tile from the dead wall to maintain the ability to make 4 sets
Pon - 3 of the same tile. Example. 7 sou, 7 sou, 7 sou
Toitsu - 2 of the same tile. Example east wind, east wind.

Yaku / Yakuman

A full list of yaku can be found at http://en.wikipedia.org/wiki/Japanese_Mahjong_yaku#List_of_yaku

Chun itsu - All tiles are in the same suit and none are honor tiles
Daisangen - A yakuman formed when one readies three complete sets of the Haku, Hatsu, and Chun tiles.
Double riichi - A "riichi" that is declared on the player's first turn, before anyone has declared a chi or kan or pon.
Hon itsu - All tiles are in the same suit or are honor tiles
Ippatsu - Winning within one turn of declaring "riichi."
Itsuki Shuukan - A yaku in which one's runs are within the same suit
Kokushi musou - A hand that consists of all end tiles, and one more end tile. A yakuman hand
Menzen chin - References a closed hand in the context of same other yaku Example. Menzen chin hon itsu consists of a closed hand and hon itsu.
Menchin - A combination of Menzen, a hand where you do not call tiles, worth 1 yaku, and Chinusou (a.k.a Chin itsu), a hand where all your tiles are of the same suit, worth 6 yaku
Riichi - The player chooses to sacrifice 1000 points to declare they only need 1 tile to win ("tenpai") After "riichi" is declared, the player's hand cannot change until that tile is drawn ("tsumo") or called ("ron").
Rinshan kaihou - When a player declares a kan and therefore has to draw an extra tile, and that tile completes the player's hand
Sanankou - When you win with a hand formation of three unrevealed Pons, worth two yaku.
Sanshoku - Three sequences of the same numbers in all three suits. Example: 6 man, 7 man, 8 man, 6 sou, 7 sou, 8 sou, 6 pin, 7 pin, 8 pin.
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Null is proud to present you:

Saki volume 3 round 18

Translation: Kosetsu
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Color Pages: Stmated
QC: MattW
Terminology: Osamuko, Kosetsu

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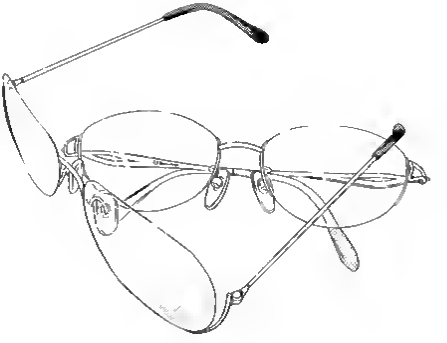
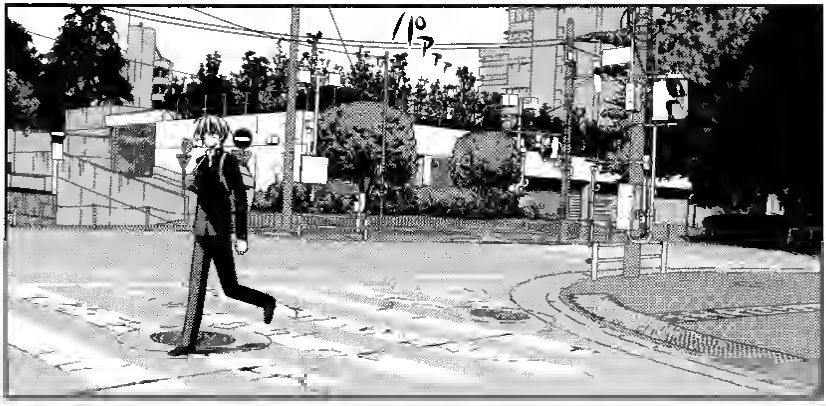
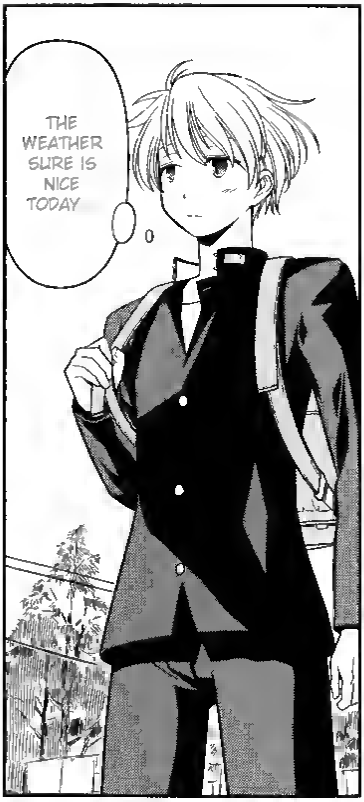
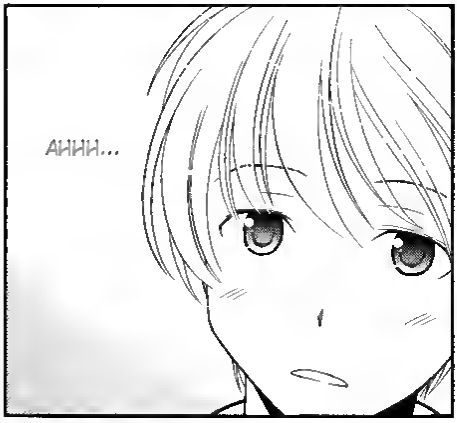


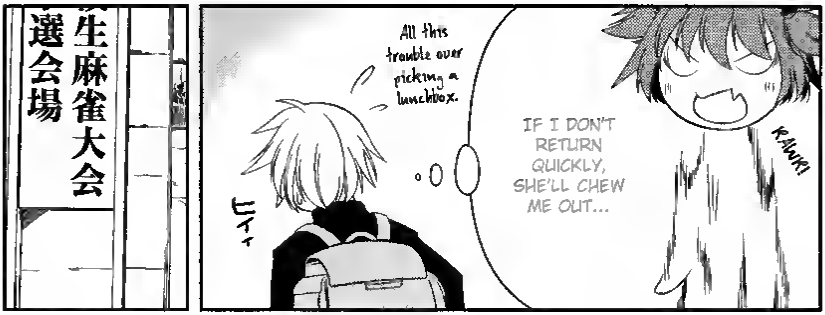


EVEN THE FRESH LEAVES ARE RADIANT ...

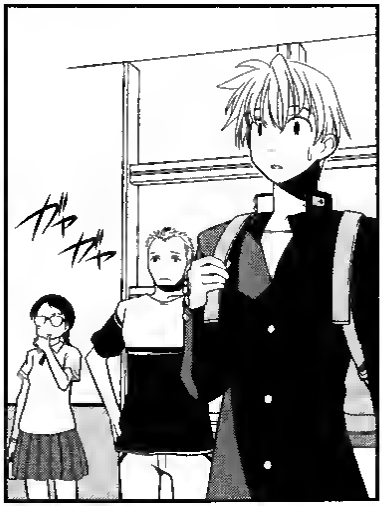

THE WEATHER SURE IS NICE TODAY

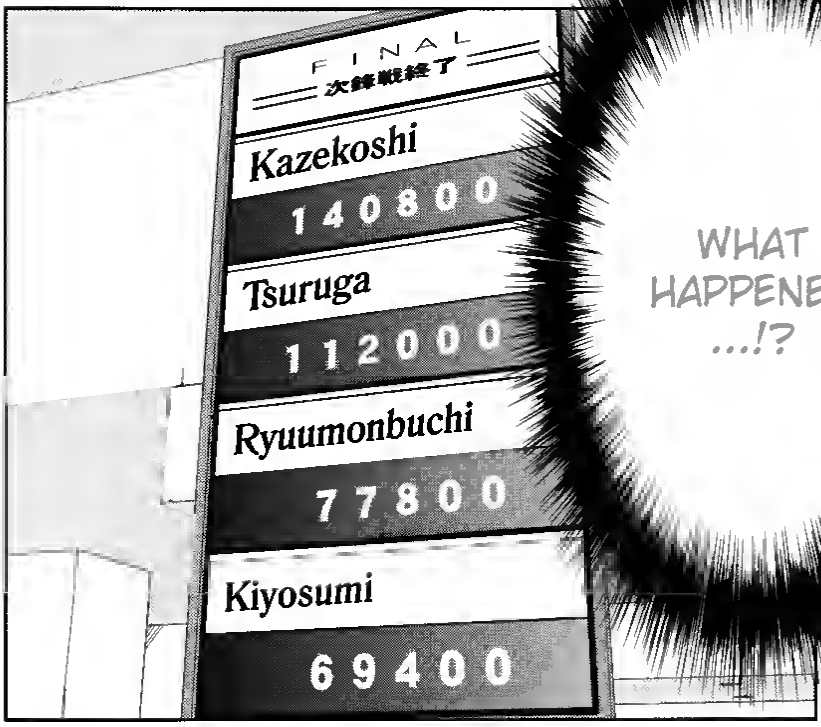

AHHH...

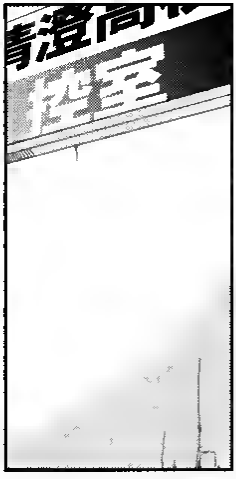
Round 18: Stolen



*SIGN: "HIGH SCHOOL MAHJONG TOURNAMENT"





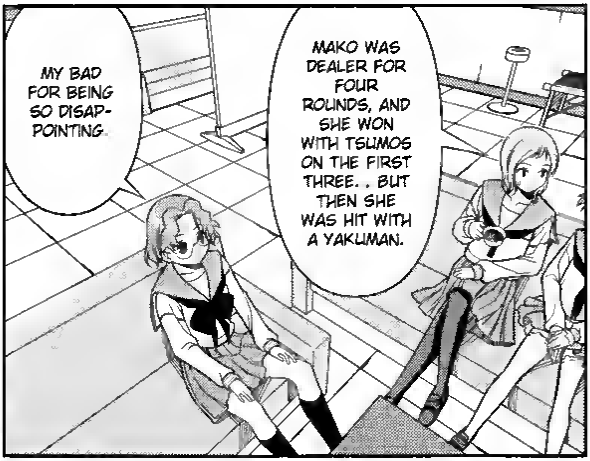


• SIGN: "KIYOSUMI HIGH SCHOOL WAITING ROOM."

WELCOME BACK.
THANKS FOR DOING THE SHOPPING..

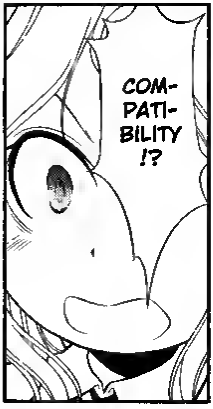
I HADN'T HEARD ANYTHING...
BUT DID SOMETHING HAPPEN DURING THE SERGEANT BATTLE?

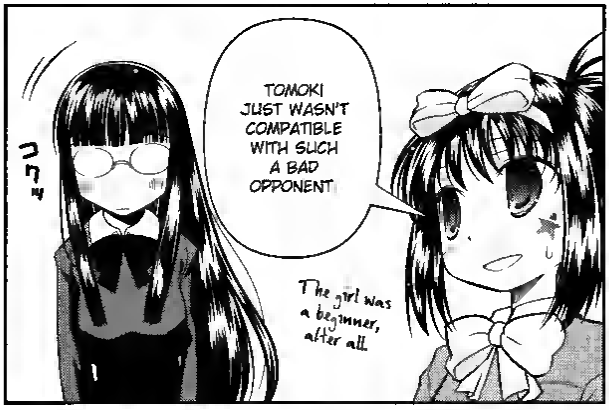
THE OPPONENT WAS EVEN MORE OF A NOOB THAN KYOTARO.
ドーサ
REALLY!?

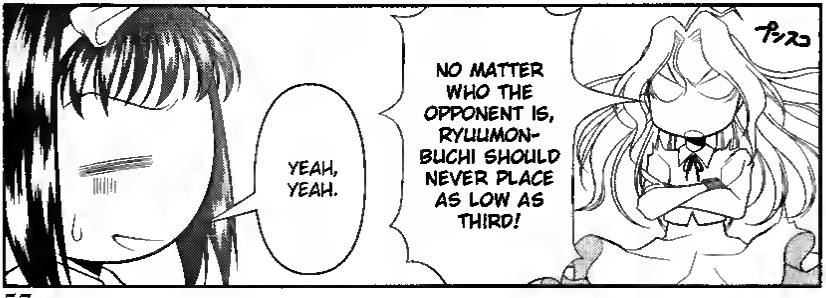

MY BAD FOR BEING SO DISAP-POINTING.
MAKO WAS DEALER FOR FOUR ROUNDS, AND SHE WON WITH TSUMOS ON THE FIRST THREE.. BUT THEN SHE WAS HIT WITH A YAKUMAN.

IT'LL BE MY TURN AS SOON AS THE LUNCH BREAK ENDS,
SO WHENEVER POSSIBLE, I'LL ENDEAVOR TO REGAIN THOSE POINTS.
TOOO-OOMO-OOOO
KIIIII!

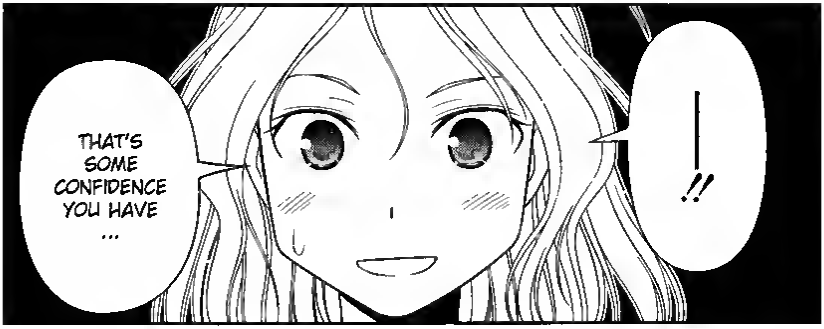
NOW, NOW...
YOU WERE SO USELESS !!

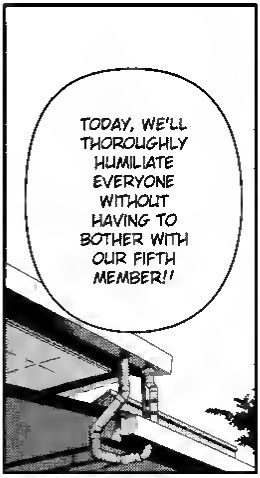

COM-PATI-BILITY !?

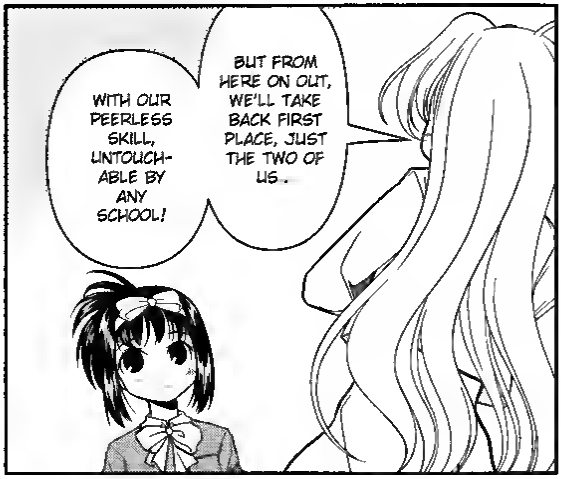

TOMOKI JUST WASN'T COMPATIBLE WITH SUCH A BAD OPPONENT
The girl was a beginner, after all.

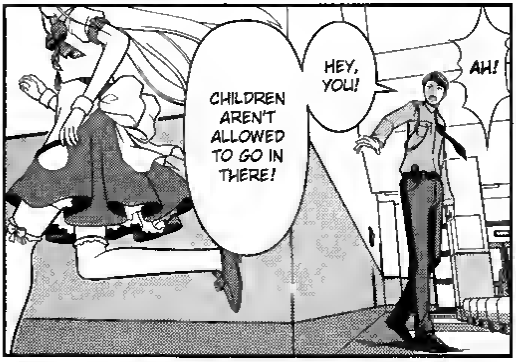

NO MATTER WHO THE OPPONENT IS, RYUUMON-BUCHI SHOULD NEVER PLACE AS LOW AS THIRD!
YEAH, YEAH.

WELL,
I'LL DO WHATEVER I CAN, SO DON'T WORRY SO MUCH.


THAT'S SOME CONFIDENCE YOU HAVE ...
!!


TODAY, WE'LL THOROUGHLY HUMILIATE EVERYONE WITHOUT HAVING TO BOTHER WITH OUR FIFTH MEMBER!!


WITH OUR PEERLESS SKILL, UNTOUCHABLE BY ANY SCHOOL!
BUT FROM HERE ON OUT, WE'LL TAKE BACK FIRST PLACE, JUST THE TWO OF US.


HEY, YOU!
AH!
CHILDREN AREN'T ALLOWED TO GO IN THERE!

ㄎㄎㄎ

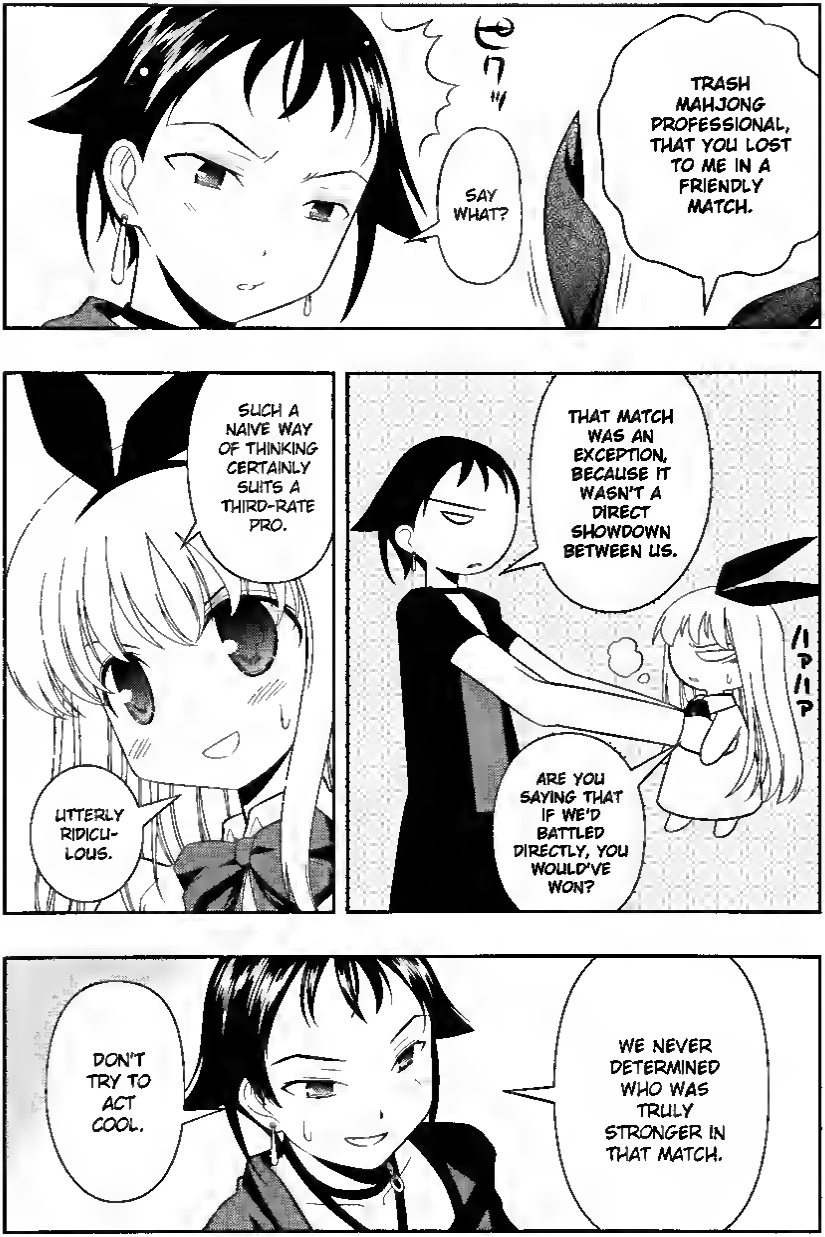
I'VE SEEN THIS NAME BEFORE ON THE REGISTRY
... A STUDENT I.D....?
THAT AREA IS FOR PARTICIPATING TEAM MEMBERS ...
THAT WAS LAST YEAR'S MVP MEMBER
MY... MY SINCEREST APOLOGIES!
THE ONE KNOWN AS THE DEMON OF THE NATIONALS...!!

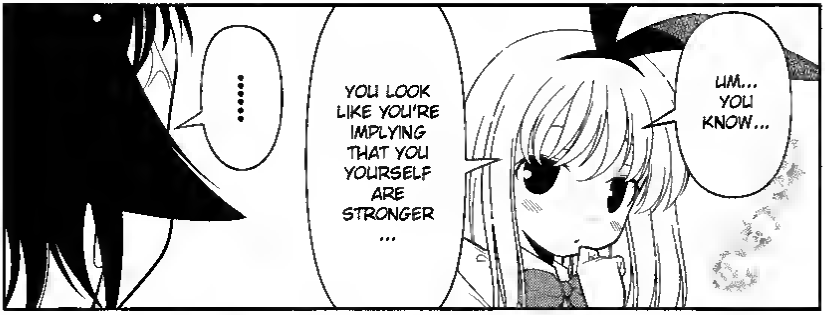
!
I CAN SMELL IT... THIS TIME...
WHAT A LATE ENTRANCE ...

AMAE KOROMO ...!!
THERE'S A DELICIOUS SMELL IN THE AIR.

HMMM.
ムズムズ
WELL, IT'S THE LUNCH BREAK, SO IT'S PROBABLY THE SMELL OF CURRY.
WRONG! IT'S THE SMELL OF THE SACRIFICES IN MY NAME!
I WANT TO HAVE A KID LIKE THIS~.
I'M NOT A "KID," I'M KOROMO!
Don't cling to me!
*KID IN JAPANESE IS KODOMO
YOU ARE JUST SO CU~TE!

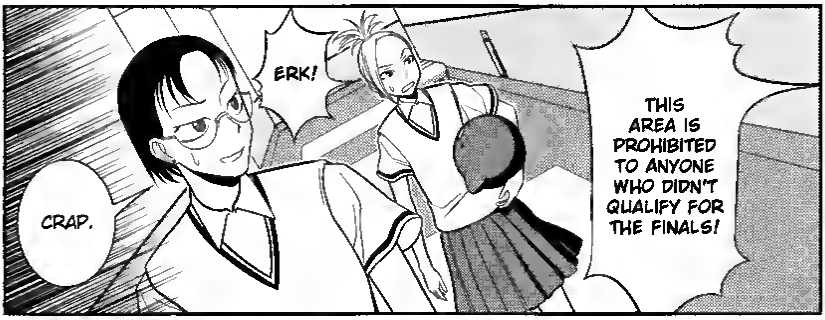
ゼク
FUWA-
THERE, THERE.
なでなで
FUNYUU ~~~
ゾクゾク
STOP IT...
YOU... YOU'RE SUCH A...

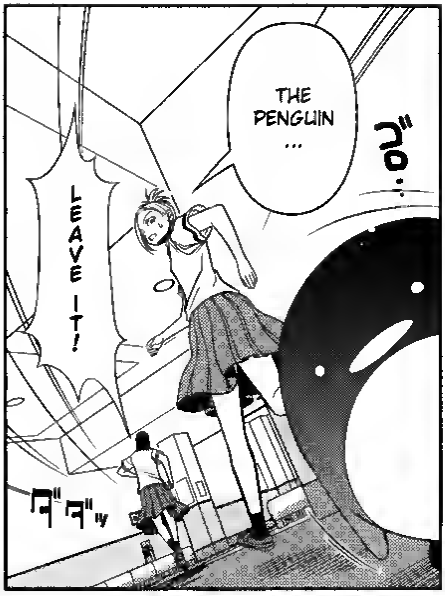

TRASH MAHJONG PROFESSIONAL, THAT YOU LOST TO ME IN A FRIENDLY MATCH.
ピク
SAY WHAT?
THAT MATCH WAS AN EXCEPTION, BECAUSE IT WASN'T A DIRECT SHOWDOWN BETWEEN US.
ハハハ
ARE YOU SAYING THAT IF WE'D BATTLED DIRECTLY, YOU WOULD'VE WON?
SUCH A NAIVE WAY OF THINKING CERTAINLY SUITS A THIRD-RATE PRO.
UTTERLY RIDICU-LOUS.
WE NEVER DETERMINED WHO WAS TRULY STRONGER IN THAT MATCH.
DON'T TRY TO ACT COOL.


UM... YOU KNOW...
YOU LOOK LIKE YOU'RE IMPLYING THAT YOU YOURSELF ARE STRONGER ...
.....

HEY, YOU THERE !!
?

HM?
GYAAAA


ERK!
CRAP.
THIS AREA IS PROHIBITED TO ANYONE WHO DIDN'T QUALIFY FOR THE FINALS!


THE PENGUIN ...
LEAVE IT!

AH ...

WHAT WAS THAT?

IT RESEMBLES THE ONE THAT KIYOSUMI HIGH SCHOOL'S HARAMURA NODOKA WAS CARRYING.
A PENGUIN ?
WILL YOU BE OKAY? ISN'T THIS YOUR FIRST ERRAND?
I'M NOT A KID!
ALRIGHT, THEN I'LL RETURN IT TO HER.
WELL, THEN I'LL TRY LEAVING IT TO YOU.
A LIAISON BETWEEN JOINTLY PARTICIPATING SCHOOLS WOULDN'T BE BAD...

JUST LEAVE IT TO ME!!
YEAH!

咲
Saki

Tutorial and Glossary for Japanese Mahjong

To help you follow Saki's mahjong, we have put together this page to explain how Japanese mahjong works and as a handy reference.

Basic Rules

In Japanese mahjong, there are 4 players. Each player keeps a hand of 13 tiles. When a player has their turn, that player draws a new tile. If those 14 tiles complete all the conditions for victory, that player wins the round. If not, that player has to discard a tile. Any of the other three players then has the opportunity to call "ron" and take that discarded tile if it would complete one of their own conditions for victory.

Tiles

Tiles are either of a particular suit, or are honor tiles. There are three suits: man, sou, and pin. Tiles in each suit are numbered from 1 to 9. Honor tiles consist of the 3 dragon tiles and the 4 wind tiles. Numbers 1 and 9 in each suit are called terminal tiles. Together honor tiles and terminal tiles are called end tiles.

3 Suits: Man, Sou, Pin

Honor Tiles

Dragon Tiles: chun (red), haku (white), hatsu (green)

Wind Tiles: east wind, south wind, west wind, north wind

How to Win

To win a round, a player must have a complete hand and at least 1 yaku. There are three types of complete hands:

1. A hand of 1 toitsu and 4 chi or kan or pon.
2. A hand of 7 toitsu.
3. Kokushi musou

Mahjong Glossary

General:

Dead wall - Several tiles that are set aside at the start of the round and not normally drawn from.
Dealer round - An extra round that does not count toward the total number of rounds in the game, and which takes place after a dealer wins a round
Dora - A designated tile which counts as 1 han
Double East - When the Dealer in the East position acquires the East tile, because the Round wind and the Seat wind coincide, it becomes a double yaku
Fu - A scoring unit that is less than han and more than basic points. Also refers to any rule used to calculate fu.
Han-chan - A game consisting of 8 rounds (barring extra dealer rounds) where each player deals 2 rounds
Horse - An optional rule where extra points are given to the winners of the round, usually the first and second place.
Iishanten - A state in which you are one tile away from Tenpai.
Kuitan - Making an open Tanyao
Menzen - Fully closed hand, never having called "ron" and revealed any of one's tiles
Reverse dora - An extra bonus tile that is flipped over when a player who declared "riichi" wins the round
Ron - To pick up a discard. "Ron" can be called when another player discards the tile a player needs to win. That tile is then used to complete a chi, kan, or pon, which is then set aside. The closed portion of the player's hand becomes smaller (It's not menzen anymore.) In addition, points are transferred from the player who discarded to the player who called "ron."
Ryankan - A type of wait where the tiles form patterns like 1-man, 3-man, 5-man or 4-pin 6-pin, 8-pin, etc
Tenpai - The state of needing only 1 more tile to complete a hand. Tenpai is necessary to call "riichi," so it would typically be spoken in that context. "[Some yaku] tenpai" refers to when only 1 more tile is required to obtain that yaku
Tobi - A rule in which the game ends as soon as any player has 0 or less points
Tsumo - "Tsumo" is called when a player draws the tile they need to win, but is not sufficient to win without additional yaku. "Menzen chin tsumohou," a yaku, is frequently declared as "tsumo"
Tsumikomi - A frowned-upon strategy where a player gathers advantageous tiles into their wall before the round begins, and therefore gets the tiles they want more quickly
Wait - The state of needing one more tile to win after declaring "riichi." There are different types of waits, depending on how many different tiles could complete the hand and how each affects the hand's value
Wall - The undrawn tiles. Each player typically draws only from a specific part of the wall, referred to as that player's wall, unless forced to draw from another player's wall because no more of theirs remains
Yaku - Special conditions necessary to win

Score-related:

Baiman - An 8 to 10 han hand
Han - A score multiplier. The more han, the more your score increases exponentially. Some yaku are worth more han if they are menzen
Haneman - A 6 to 7 han hand
Kazoe-yakuman - A 13 han or more hand. Scored the same as yakuman
Mangan - A 70 fu 3 han or more, 40 fu 4 han or more, or 5 han hand
Sanbaiman - An 11 to 12 han hand
Yakuman - Hands that are so difficult to get that they are worth the maximum possible point value.

Tile melds:

Chi - 3 consecutive numbers, same suit Example. 2 pin, 3 pin, 4 pin
Kan - 4 of the same tile Example. haku haku, haku, haku. When a player completes a kan, they must draw an additional tile from the dead wall to maintain the ability to make 4 sets
Pon - 3 of the same tile. Example. 7 sou, 7 sou, 7 sou
Toitsu - 2 of the same tile. Example east wind, east wind.

Yaku / Yakuman

A full list of yaku can be found at http://en.wikipedia.org/wiki/Japanese_Mahjong_yaku#List_of_yaku

Chun itsu - All tiles are in the same suit and none are honor tiles
Daisangen - A yakuman formed when one readies three complete sets of the Haku, Hatsu, and Chun tiles.
Double riichi - A "riichi" that is declared on the player's first turn, before anyone has declared a chi or kan or pon.
Hon itsu - All tiles are in the same suit or are honor tiles
Ippatsu - Winning within one turn of declaring "riichi."
Itsuki Shuukan - A yaku in which one's runs are within the same suit
Kokushi musou - A hand that consists of all end tiles, and one more end tile. A yakuman hand
Menzen chin - References a closed hand in the context of same other yaku Example. Menzen chin hon itsu consists of a closed hand and hon itsu.
Menchin - A combination of Menzen, a hand where you do not call tiles, worth 1 yaku, and Chinusou (a.k.a Chin itsu), a hand where all your tiles are of the same suit, worth 6 yaku
Riichi - The player chooses to sacrifice 1000 points to declare they only need 1 tile to win ("tenpai") After "riichi" is declared, the player's hand cannot change until that tile is drawn ("tsumo") or called ("ron").
Rinshan kaihou - When a player declares a kan and therefore has to draw an extra tile, and that tile completes the player's hand
Sanankou - When you win with a hand formation of three unrevealed Pons, worth two yaku.
Sanshoku - Three sequences of the same numbers in all three suits. Example: 6 man, 7 man, 8 man, 6 sou, 7 sou, 8 sou, 6 pin, 7 pin, 8 pin.
Suuankou - A hand that consists of only pon and kan and 1 toitsu, where none of the pon or kan were completed with "ron." A yakuman hand
Tanpin - No end tiles, and must be a double-sided wait
Tanyao - A hand that uses no end tiles
Toitoi - When you win with a hand formation of four Pons (or Kans) and a pair, worth two yaku.

Null is proud to present you:

Saki volume 3 round 19

Translation:	Kosetsu
Proofread:	MinoSpelgud
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Edit:	Spl
Color Pages:	Stmated
QC:	MattW
Terminology:	Osamuko, Kosetsu

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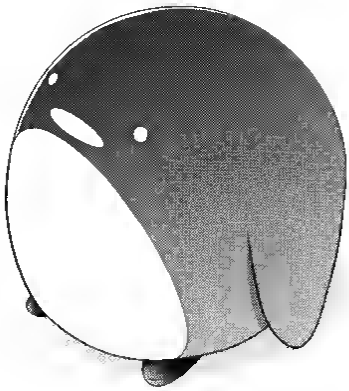
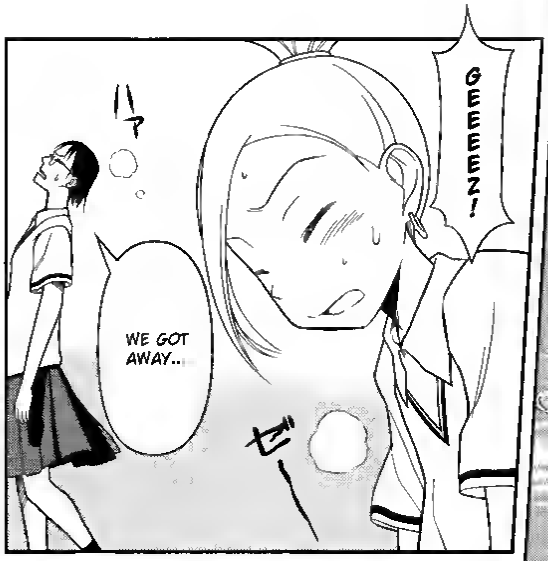
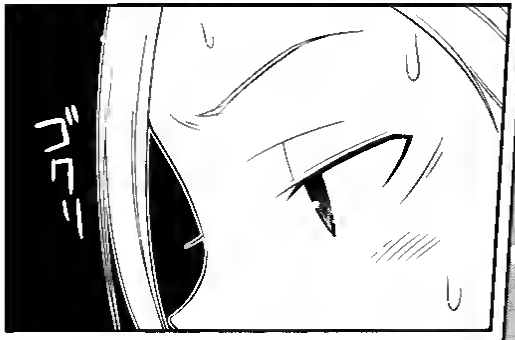
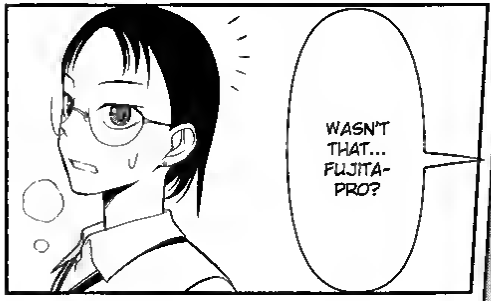
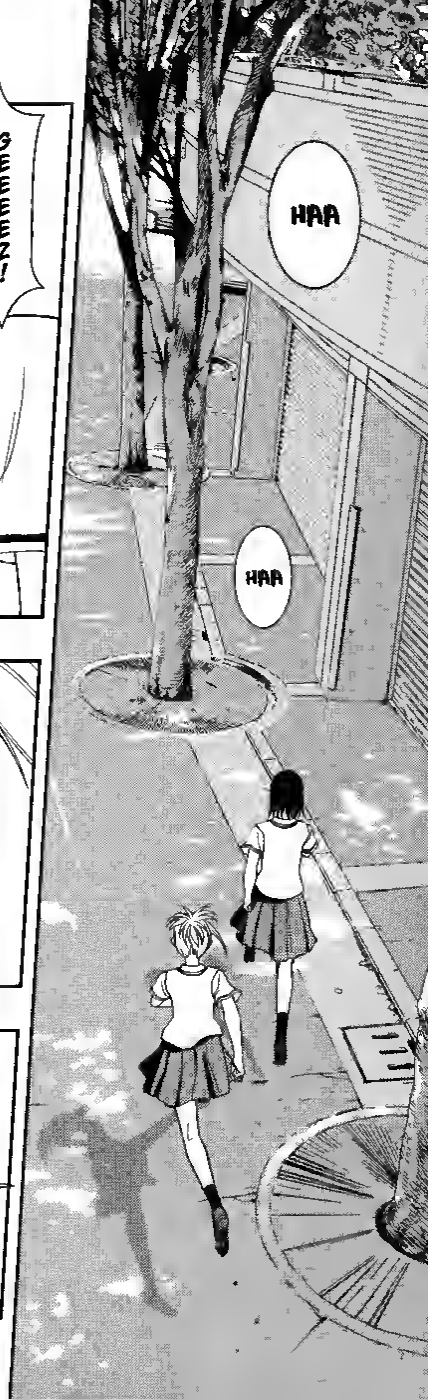


Round 19: Omen

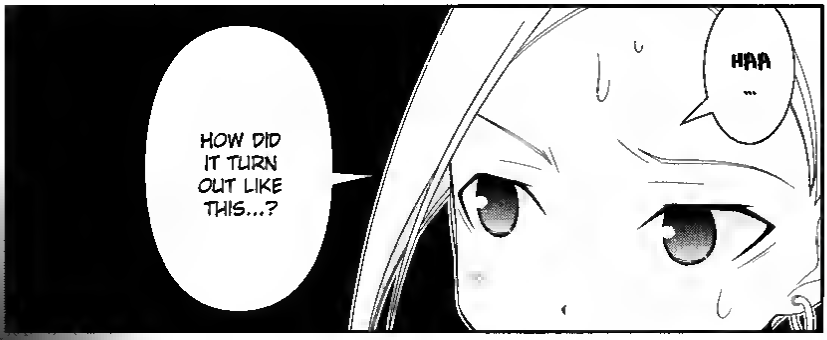

GEEEEZ!
WE GOT AWAY..

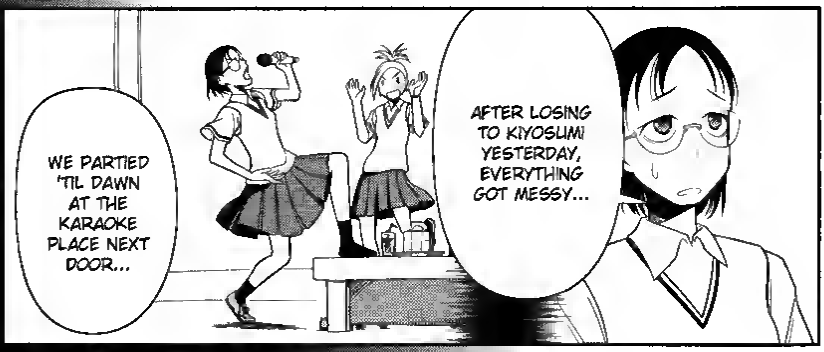



WASN'T THAT... FUJITA-PRO?


HAA
HAA

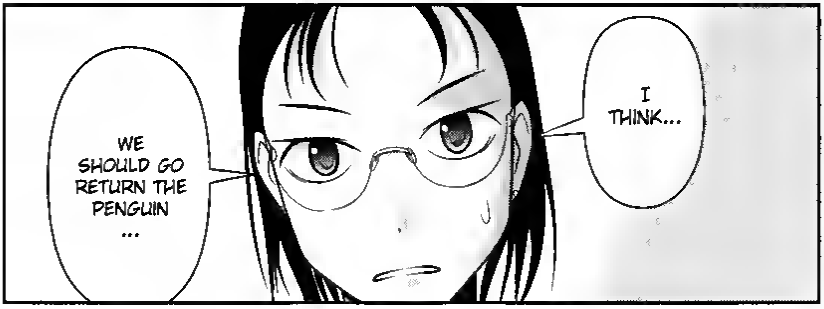
THINK SHE SAW OUR FACES...?
OR MORE IMPORTANTLY, OUR UNIFORMS.

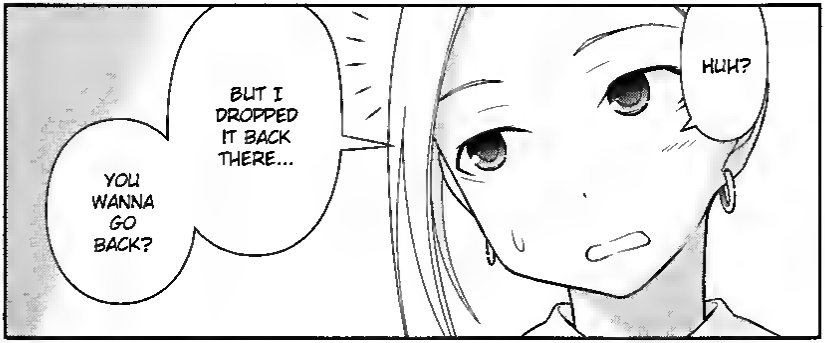

HAA...
HOW DID IT TURN OUT LIKE THIS...?

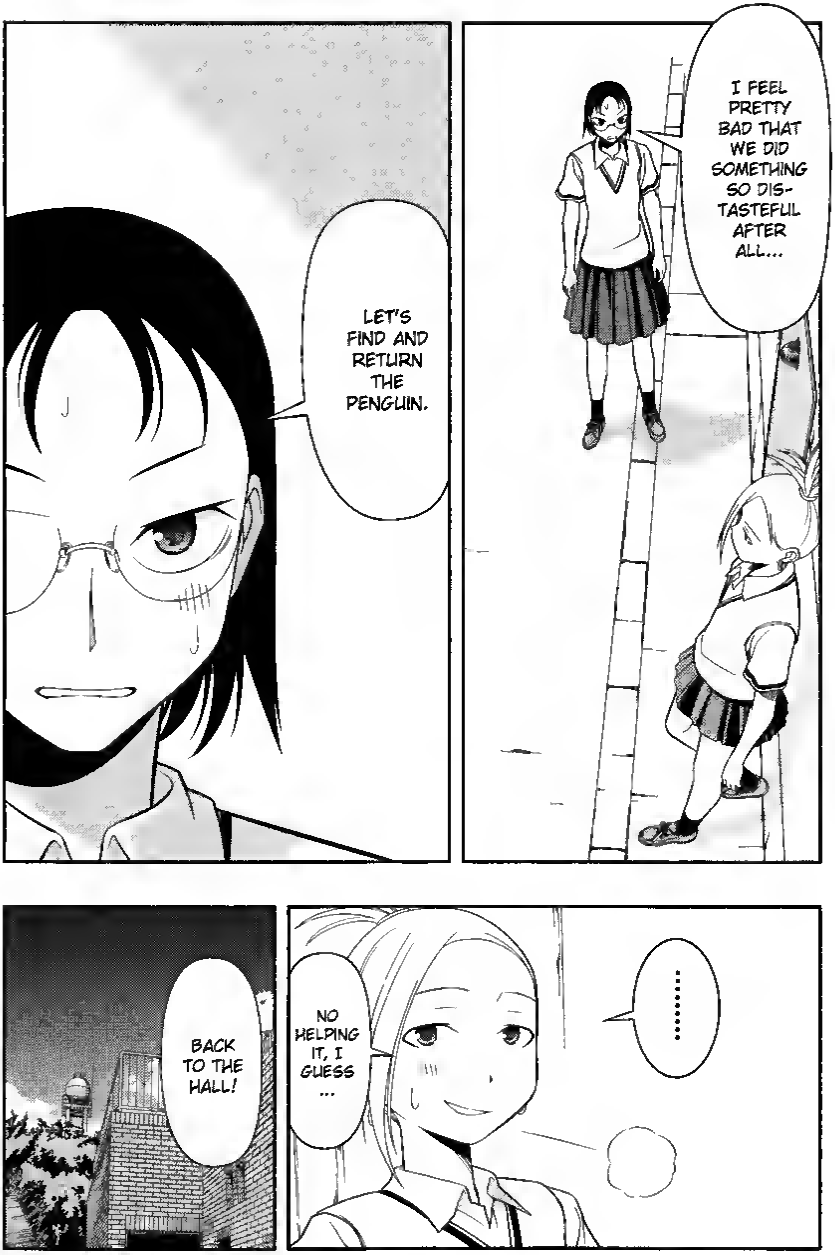

AFTER LOSING TO KIYOSUMI YESTERDAY, EVERYTHING GOT MESSY...
WE PARTIED 'TIL DAWN AT THE KARAOKE PLACE NEXT DOOR...

I'M SLEEPY ...
WASN'T THERE A NAP ROOM AT THE PRELIMI NARIES?
AND AFTER SAYING THAT...
WE WENT AND FOUND HARAMURA NODOKA SLEEPING THEN...

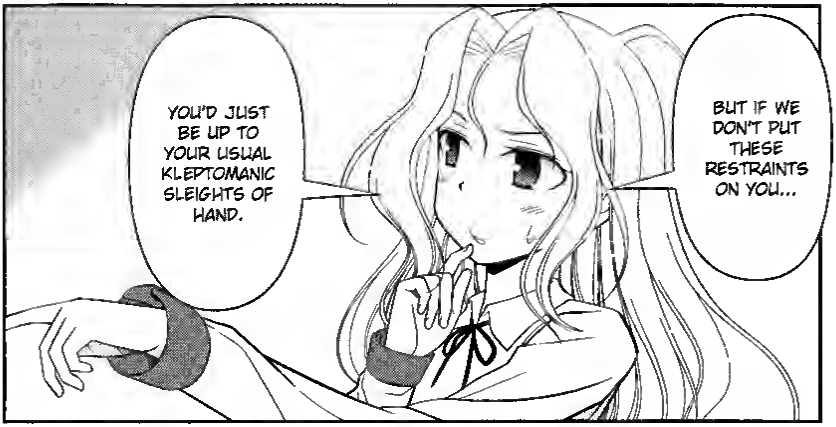
.....
HAA
...


I THINK...
WE SHOULD GO RETURN THE PENGUIN ...

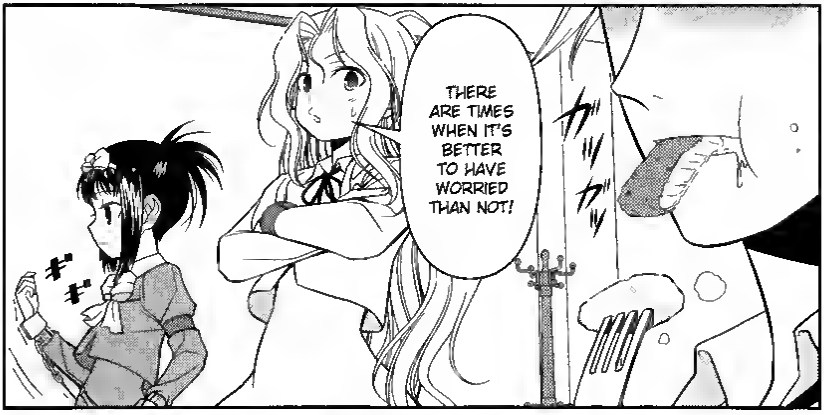

HUH?
BUT I DROPPED IT BACK THERE...
YOU WANNA GO BACK?

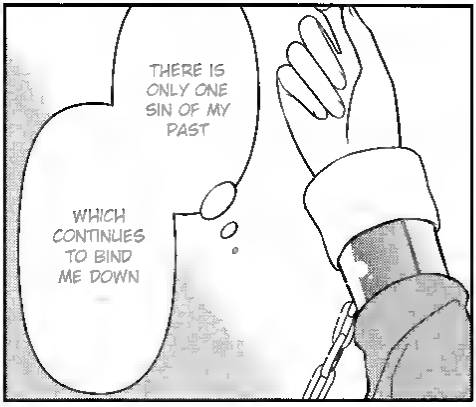

I FEEL PRETTY BAD THAT WE DID SOMETHING SO DISTASTEFUL AFTER ALL...
LET'S FIND AND RETURN THE PENGUIN.
.....
NO HELPING IT, I GUESS ...
BACK TO THE HALL!

THERE WE GO.
……
カチッ
キュッ
THIS DOESN'T SIT WELL WITH ME …
ギギギ


BUT IF WE DON'T PUT THESE RESTRAINTS ON YOU...
YOU'D JUST BE UP TO YOUR USUAL KLEPTOMANIC SLEIGHTS OF HAND.

WITH ALL THOSE CAMERAS BROAD-CASTING LIVE,
I'D BE CAUGHT AND DISQUALIFIED THE MOMENT I TRY. THERE'S NO POINT.
TOUKA, YOU'RE WAY TOO PRONE TO WORRYING ...
LICK
LICK


THERE ARE TIMES WHEN IT'S BETTER TO HAVE WORRIED THAN NOT!
ギギ
ガッ


THERE IS ONLY ONE SIN OF MY PAST
WHICH CONTINUES TO BIND ME DOWN

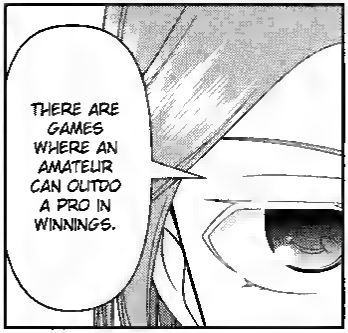
LOOKS LIKE IT'S GOING TO BE HARD TO REGAIN THEIR TRUST...

WOW, KAORI, YOU DID GREAT!
"SIGN "TSURUGA ACADEMY WAITING ROOM."
YOU REALLY SHINED OUT THERE !!
W-WAS THAT GOOD ENOUGH?
MORE THAN ENOUGH.
I HAVE NO COMPLAINTS WITH THAT SCORE.

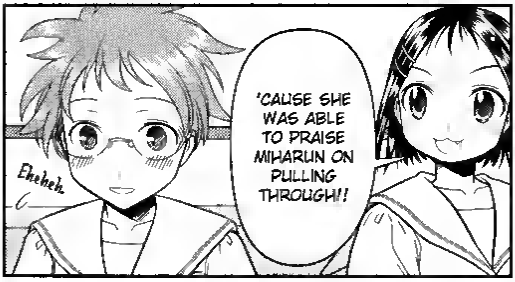
IT'S FINE IF I BLOW THEM AWAY, RIGHT?
KAZEKOSHI, THAT IS!!

THEY'VE ENTERED FIRING RANGE; DON'T LET THEM GET AWAY!

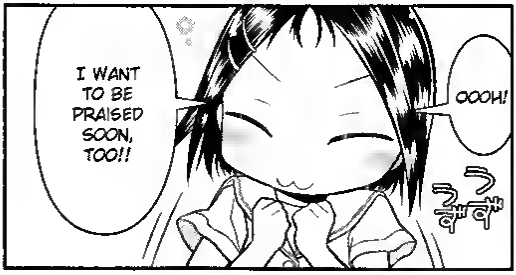
THERE IS NO LUCK IN MAHJONG ...
BUT...


THERE ARE GAMES WHERE AN AMATEUR CAN OUTDO A PRO IN WINNINGS.

KANBARA!
AYE?


'CAUSE SHE WAS ABLE TO PRAISE MIHARUN ON PULLING THROUGH!!
Eheheh

THE CAPTAIN SEEMS TO BE IN A GOOD MOOD.
As always.


I WANT TO BE PRAISED SOON, TOO!!
OOOH!
うぅ

I'M SCARED THAT I MIGHT DISRUPT OUR MOMENTUM ...
NEXT UP IS MY TURN, HUH...?
IT ISN'T LIKE YOU TO BE NERVOUS.
IS SHAKING IN HER BOOTS?
THE ROOKIE WHO BECAME ONE OF THE REGULARS IN JUST TWO MONTHS
MATCH RECORDS ...
IT'S MY FIRST TIME STEPPING ONTO SUCH A BIG STAGE...

KIYOSUMI'S LIEUTENANT AND PRESIDENT...
WEREN'T HER MATCH RECORDS STRANGE?
I'M PRAYING THAT SUCH "CHANCE" DOESN'T HAPPEN AGAIN.
W-WEREN'T THOSE JUST BY CHANCE OR SOMETHING?

ALRIGHT, I'LL LEAVE THE REST TO YOU!
GOOD LUCK!

PRELIMI-
NARY
FINALS
LIEUTENANT
BATTLE
...!!
Ryuumonbuchi High
School. Second Year.
Kunihiro Hajime
77800 points.
Kazekoshi Girls' High
School. First Year.
Bundou Seika
140800 points.

Kiyosumi High School,
Third Year.
Takei Hisa
69400 points.
WHICH TEAM WILL COME OUT ON TOP...!?
Tsuruga Academy,
Third Year.
Kanbara Satomi
112000 points.

MISS UENO ...!?
?
TAKEI HISA...? YOU MEAN...
SHE CHANGED HER FAMILY NAME, BUT THERE'S NO MISTAKING IT...!
OF COURSE ...!

AT THE INTER-MIDDLE CHAMPION-SHIP...!!
THE ONE WHO TORMENTED ME THREE YEARS AGO
AND THE YEAR AFTER THAT, SHE DIDN'T ENTER KAZEKOSHI
SHE DIDN'T COME THE NEXT THREE TIMES
+7 4
EVEN THOUGH SHE WAS SO STRONG
Ueno Hisa +16
Loss by Forfeit

BUNDOU-
SAN...

DON'T
CHALLENGE
HER
DIRECTLY
...!!

Tutorial and Glossary for Japanese Mahjong

To help you follow Saki's mahjong, we have put together this page to explain how Japanese mahjong works and as a handy reference.

Basic Rules

In Japanese mahjong, there are 4 players. Each player keeps a hand of 13 tiles. When a player has their turn, that player draws a new tile. If those 14 tiles complete all the conditions for victory, that player wins the round. If not, that player has to discard a tile. Any of the other three players then has the opportunity to call "ron" and take that discarded tile if it would complete one of their own conditions for victory.

Tiles

Tiles are either of a particular suit, or are honor tiles. There are three suits: man, sou, and pin. Tiles in each suit are numbered from 1 to 9. Honor tiles consist of the 3 dragon tiles and the 4 wind tiles. Numbers 1 and 9 in each suit are called terminal tiles. Together honor tiles and terminal tiles are called end tiles.

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To win a round, a player must have a complete hand and at least 1 yaku. There are three types of complete hands:

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Ryankan - A type of wait where the tiles form patterns like 1-man, 3-man, 5-man or 4-pin 6-pin, 8-pin, etc
Tenpai - The state of needing only 1 more tile to complete a hand. Tenpai is necessary to call "riichi," so it would typically be spoken in that context. "[Some yaku] tenpai" refers to when only 1 more tile is required to obtain that yaku
Tobi - A rule in which the game ends as soon as any player has 0 or less points
Tsumo - "Tsumo" is called when a player draws the tile they need to win, but is not sufficient to win without additional yaku. "Menzen chin tsumohou," a yaku, is frequently declared as "tsumo"
Tsumikomi - A frowned-upon strategy where a player gathers advantageous tiles into their wall before the round begins, and therefore gets the tiles they want more quickly
Wait - The state of needing one more tile to win after declaring "riichi." There are different types of waits, depending on how many different tiles could complete the hand and how each affects the hand's value
Wall - The undrawn tiles. Each player typically draws only from a specific part of the wall, referred to as that player's wall, unless forced to draw from another player's wall because no more of theirs remains
Yaku - Special conditions necessary to win

Score-related:

Baiman - An 8 to 10 han hand
Han - A score multiplier. The more han, the more your score increases exponentially. Some yaku are worth more han if they are menzen
Haneman - A 6 to 7 han hand
Kazoe-yakuman - A 13 han or more hand. Scored the same as yakuman
Mangan - A 70 fu 3 han or more, 40 fu 4 han or more, or 5 han hand
Sanbaiman - An 11 to 12 han hand
Yakuman - Hands that are so difficult to get that they are worth the maximum possible point value.

Tile melds:

Chi - 3 consecutive numbers, same suit. Example. 2 pin, 3 pin, 4 pin
Kan - 4 of the same tile. Example. haku haku, haku, haku. When a player completes a kan, they must draw an additional tile from the dead wall to maintain the ability to make 4 sets
Pon - 3 of the same tile. Example. 7 sou, 7 sou, 7 sou
Toitsu - 2 of the same tile. Example east wind, east wind.

Yaku / Yakuman

A full list of yaku can be found at http://en.wikipedia.org/wiki/Japanese_Mahjong_yaku#List_of_yaku

Chun itsu - All tiles are in the same suit and none are honor tiles
Daisangen - A yakuman formed when one readies three complete sets of the Haku, Hatsu, and Chun tiles.
Double riichi - A "riichi" that is declared on the player's first turn, before anyone has declared a chi or kan or pon.
Hon itsu - All tiles are in the same suit or are honor tiles
Ippatsu - Winning within one turn of declaring "riichi."
Ittsuki Shuukan - A yaku in which one's runs are within the same suit
Kokushi musou - A hand that consists of all end tiles, and one more end tile. A yakuman hand.
Menzen chin - References a closed hand in the context of some other yaku. Example. Menzen chin hon itsu consists of a closed hand and hon itsu.
Menchin - A combination of Menzen, a hand where you do not call tiles, worth 1 yaku, and Chinusou (a.k.a Chin itsu), a hand where all your tiles are of the same suit, worth 6 yaku
Riichi - The player chooses to sacrifice 1000 points to declare they only need 1 tile to win ("tenpai"). After "riichi" is declared, the player's hand cannot change until that tile is drawn ("tsumo") or called ("ron").
Rinshan kaihou - When a player declares a kan and therefore has to draw an extra tile, and that tile completes the player's hand.
Sanankou - When you win with a hand formation of three unrevealed Pons, worth two yaku.
Sanshoku - Three sequences of the same numbers in all three suits. Example: 6 man, 7 man, 8 man, 6 sou, 7 sou, 8 sou, 6 pin, 7 pin, 8 pin.
Suuankou - A hand that consists of only pon and kan and 1 toitsu, where none of the pon or kan were completed with "ron". A yakuman hand.
Tanpin - No end tiles, and must be a double-sided wait
Tanyao - A hand that uses no end tiles
Toitoi - When you win with a hand formation of four Pons (or Kans) and a pair, worth two yaku.
Yaochuuhai - A general term for thirteen tiles in mahjong, which include honor tiles and end tiles

Null is proud to present you:

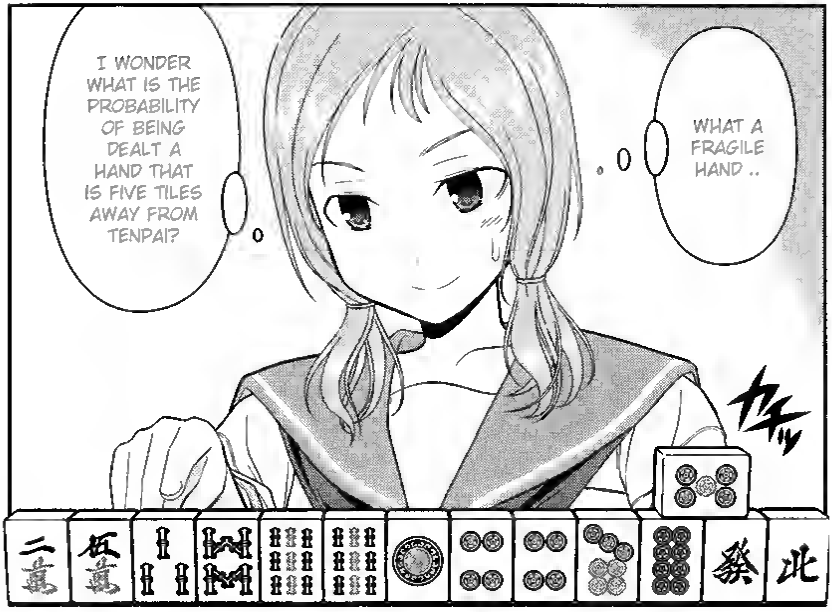
Saki volume 3 round 20

Translation:	Kosetsu
Proofread:	MinoSpelgud
Scan:	Elvisrules
Edit:	Spl
Color Pages:	Stmated
QC:	MattW
Terminology:	Osamuko, Kosetsu

Release note: Please DO NOT upload our Saki releases to MangaFox, OneManga or any other online viewer.

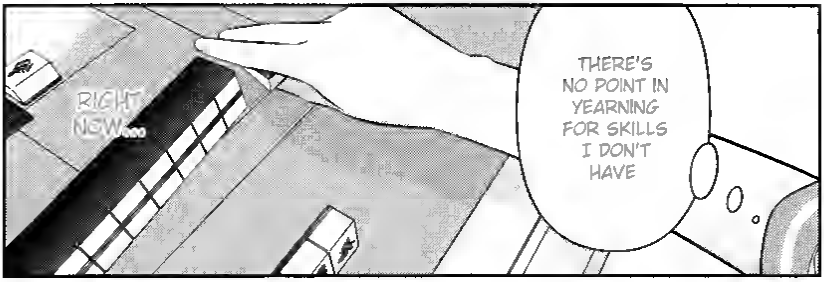
First
Lieutenant
Hanchan,
East
Round 1
South Seat
Kiyosumi High School,
Third Year.
Takei Hisa
67400 points.

Round 20: President

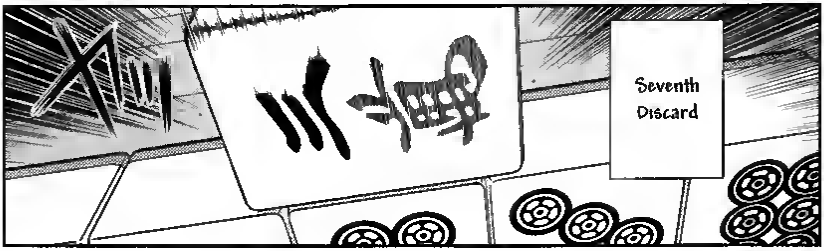

I WONDER WHAT IS THE PROBABILITY OF BEING DEALT A HAND THAT IS FIVE TILES AWAY FROM TENPAI?
WHAT A FRAGILE HAND ..
カチッ
發
北

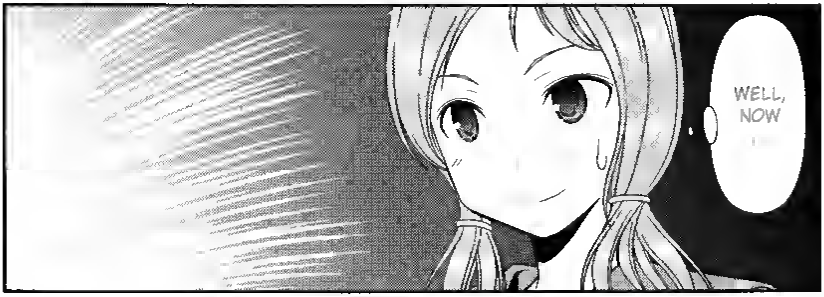
……
HMM …
I'M BEING WEIRD,
STRESS-ING OUT LIKE THIS.

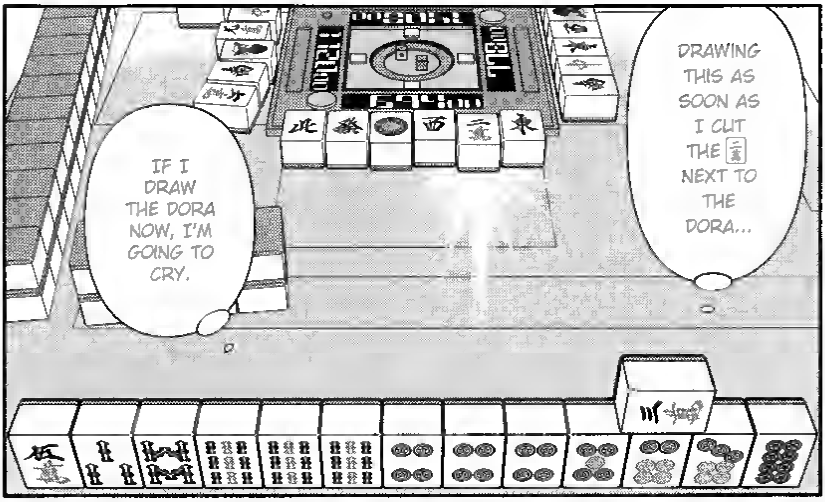
北
トーン
AND I DON'T HAVE A CLUE AS TO HOW TO MAKE THE MOST OF IT EITHER.

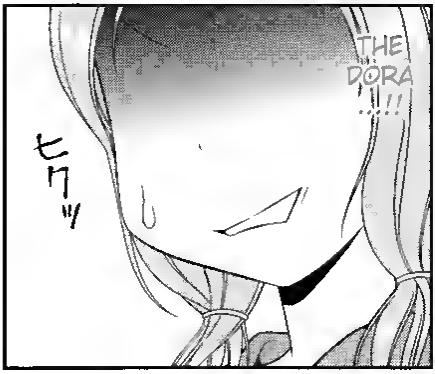

RIGHT NOW...
THERE'S NO POINT IN YEARNING FOR SKILLS I DON'T HAVE

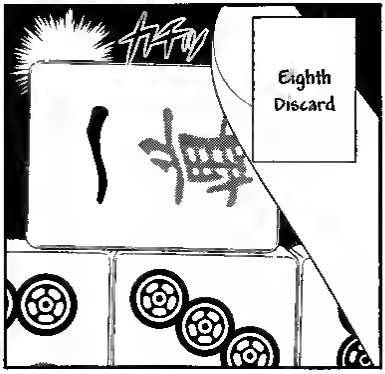
LIKE I ALWAYS DO...!!
I SHOULD JUST PLAY

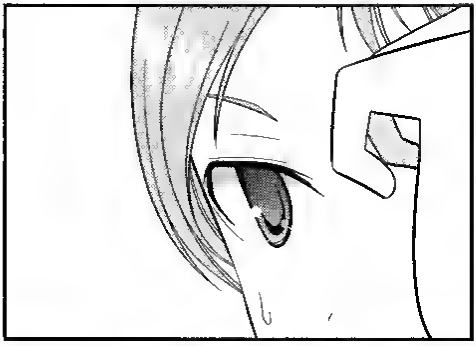

XIII
Seventh Discard


WELL, NOW


IF I DRAW THE DORA NOW, I'M GOING TO CRY.
DRAWING THIS AS SOON AS I CUT THE 五萬 NEXT TO THE DORA...

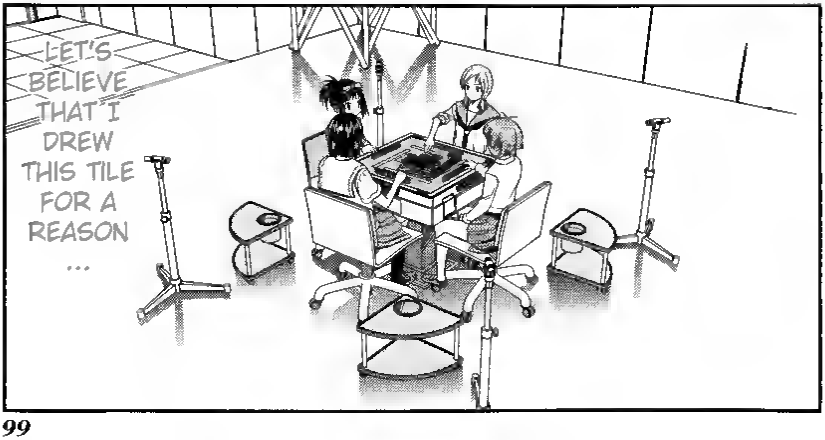

THE DORA!!!
ヒクッ


Eighth Discard

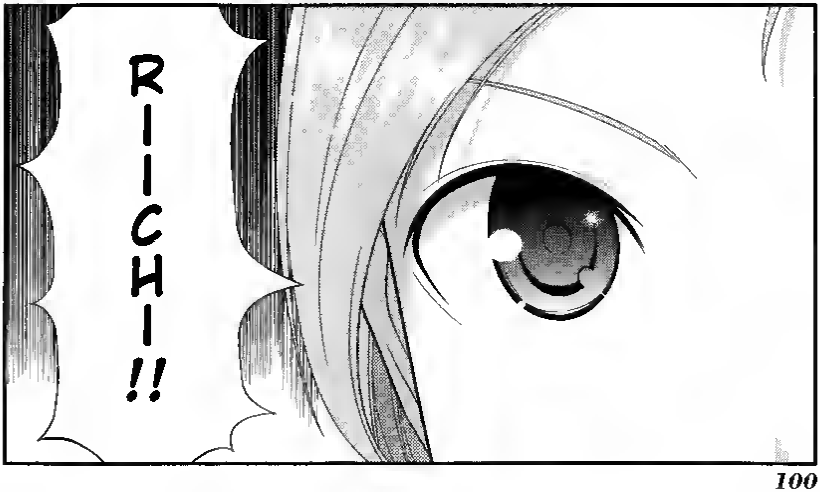


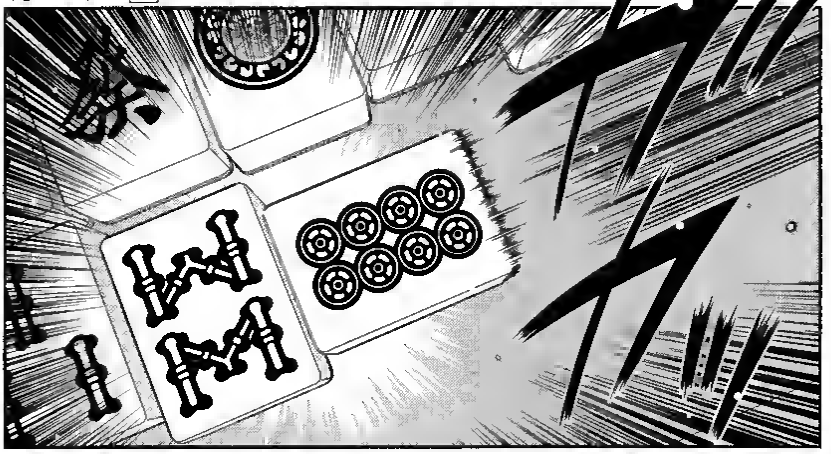
THAT COM-
PLETELY
BACK-
FIRED
...

NO...
一萬
三萬
五萬

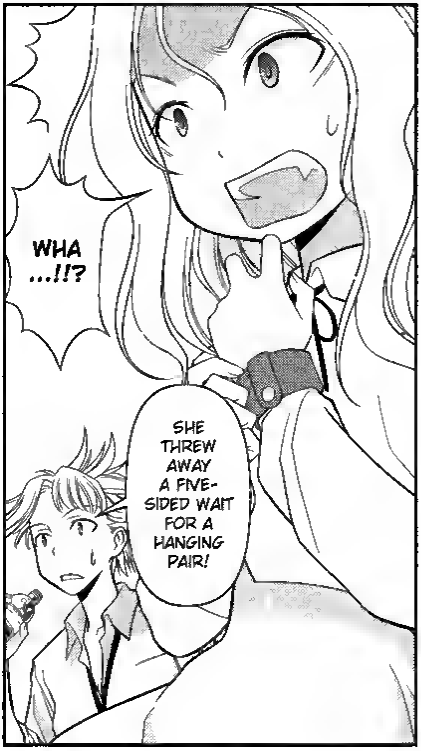

LET'S
BELIEVE
THAT I
DREW
THIS TILE
FOR A
REASON
...

Ninth Discard
IT'S HERE!!
ドッ
一萬
三萬
伍萬

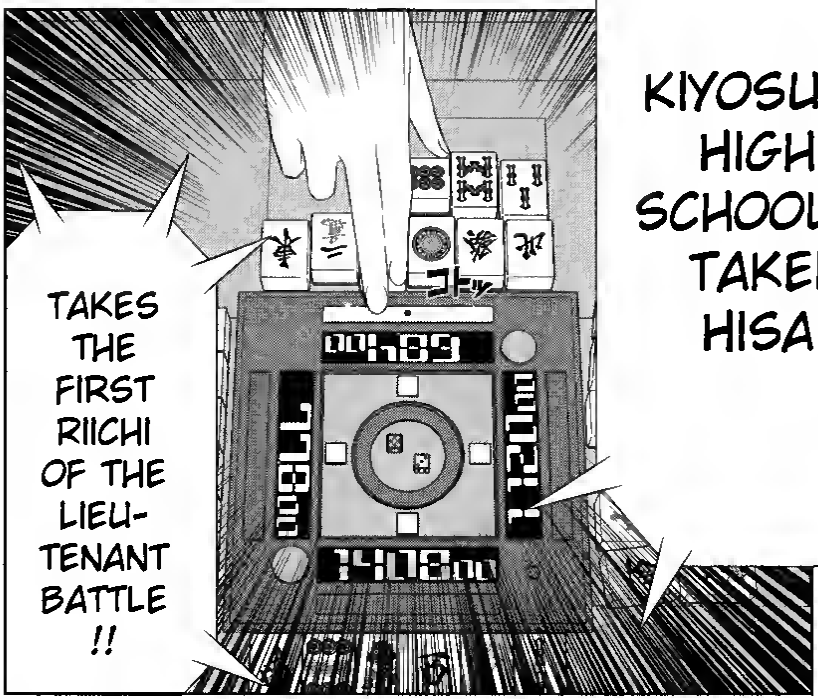

RIICHI!!



A LOGIC THAT NATURALLY UTILIZES BAD WAITS... BUT IT WON'T MAKE A DIFFERENCE...


WHA ...!!?
SHE THREW AWAY A FIVE-SIDED WAIT FOR A HANGING PAIR!

UH... UM...

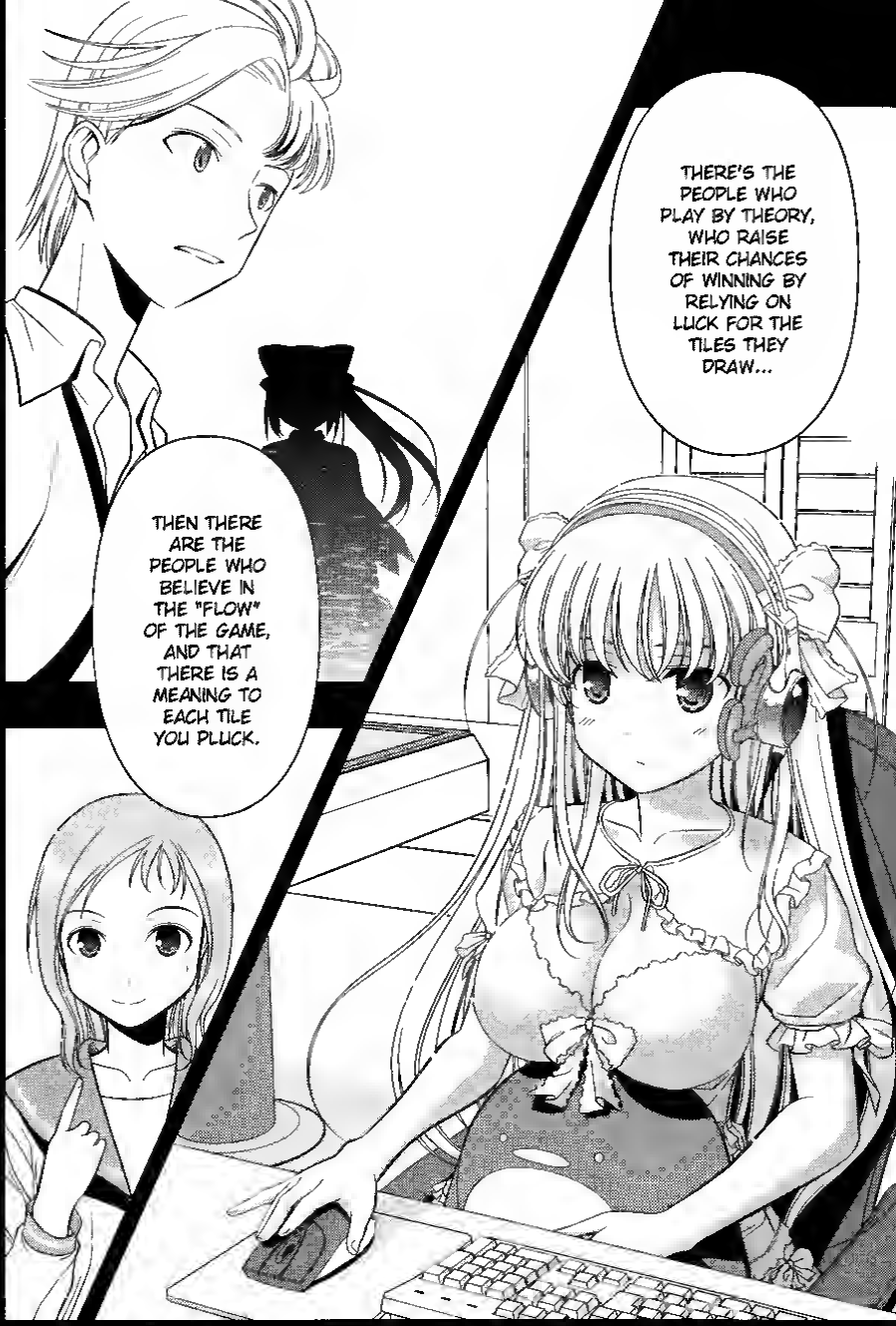


*YAOCHUUHAI: A GENERAL TERM FOR THIRTEEN TILES IN MAHJONG, WHICH INCLUDE HONOR TILES AND END TILES (🀀、🀁、🀂、🀃、🀆、🀇、🀏)

ABOUT FOUR MONTHS BACK...
NODOKA HAD FOUND THE PRESIDENT'S MATCH RECORDS ON THE CLUB ROOM COMPUTER...
OUR DEAR PRESIDENT OFTEN RELIES ON BAD WAITS AT TOURNAMENTS.
!?
I CANNOT UNDERSTAND WHY YOU SEEM TO DELIBERATELY USE A LOT OF BAD WAITS...

WELL, YOU GET THAT IT'S A WEIRD WAY OF PLAYING, RIGHT?
I ALSO USUALLY STICK TO A MORE RATIONAL STYLE OF PLAY.
I'm no Haramura Nodoka, though.
THEN ...
THEN WHAT WAS ALL THAT? EVEN I'LL BE TROUBLED IF YOU PLAY LIKE THAT AT THE PRELIMINARIES...
SHE'S DONE IT NOW ...
THERE'RE A LOT OF REASONS WHY I CAN'T WIN WITH GOOD WAITS...
IT'S ONLY WHEN I'M ON A BAD WAIT THAT I FEEL I CAN WIN.

ちがいっ
THAT IS JUST BLIND LUCK!
YOUR HEART JUST CONVINCES ITSELF THAT A ONE-TIME RANDOM OCCUR-RENCE CAN JINX THE FLOW OF THE GAME!!
IN THIS WORLD, THERE'RE A LOT OF DIFFERENT SCHOOLS OF THOUGHT.


THERE'S THE PEOPLE WHO PLAY BY THEORY, WHO RAISE THEIR CHANCES OF WINNING BY RELYING ON LUCK FOR THE TILES THEY DRAW...
THEN THERE ARE THE PEOPLE WHO BELIEVE IN THE "FLOW" OF THE GAME, AND THAT THERE IS A MEANING TO EACH TILE YOU PLUCK.

AND THEN THERE ARE THE SEEMINGLY SUPERNATURAL MONSTERS THAT DROP MIRACULOUS WINS ONE AFTER ANOTHER.
SUCH URBAN LEGENDS DON'T EXIST.
TO TELL THE TRUTH, I'D LIKE TO PLAY MORE CONVENTIONALLY, BUT I DON'T HAVE THE HEAD FOR IT LIKE YOU DO. SO I THINK "THIS IS GOOD" DURING A MATCH, AND WIND UP WITH A BAD WAIT.
IT'S BECAUSE OF THE ALL-IMPORTANT MATCH THAT TO RAISE YOUR CHANCES OF WINNING,
YOU SHOULD BE PLAYING A MORE LOGICAL STYLE...
WELL THEN, NODOKA ...

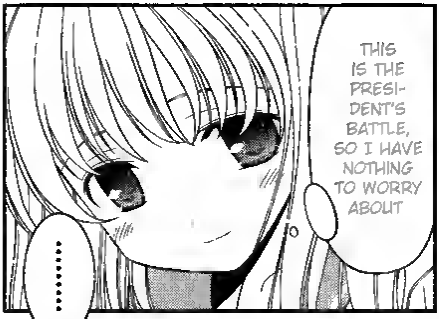
WOULD YOU LIVE THE ONE LIFE YOU'RE GIVEN IN SUCH A CALCULATED WAY?
TH-THAT HAS NOTHING TO DO WITH WHAT WE WERE TALKING ABOUT...
THERE ARE A LOT OF THINGS I WANT TO BE, LIKE A MIDDLE SCHOOL TEACHER, OR A BRIDE, BUT THAT'S BESIDES THE POINT!
MAHJONG ISN'T LIMITED TO JUST ONE GAME!
THAT'S TRUE... BUT IN MY CASE...

THIS SUMMER IS MY ONE AND ONLY SHOT AT THE INTER-HIGH TOURNA-MENT.

AND ALSO,
IF I EVER LOST ON BAD WAITS, I WOULD BE JUST A NORMAL PLAYER.

BUT, YOU SEE,
I ALWAYS WIN ON THEM.
PRESI-DENT...
グレッ
AHH ...
I FELL ASLEEP IN THE NAP ROOM ..

HAS THE LIEUTENANT BATTLE STARTED ...?


THIS IS THE PRESI-DENT'S BATTLE, SO I HAVE NOTHING TO WORRY ABOUT
.....

ポフ
JUST A LITTLE LONGER ...

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Null is proud to present you:

Saki volume 3 round 21

Translation:	Kosetsu
Proofread:	MinoSpelgud
Scan:	Elvisrules
Edit:	Spl
Color Pages:	Stmated
QC:	MattW
Terminology:	Osamuko, Kosetsu

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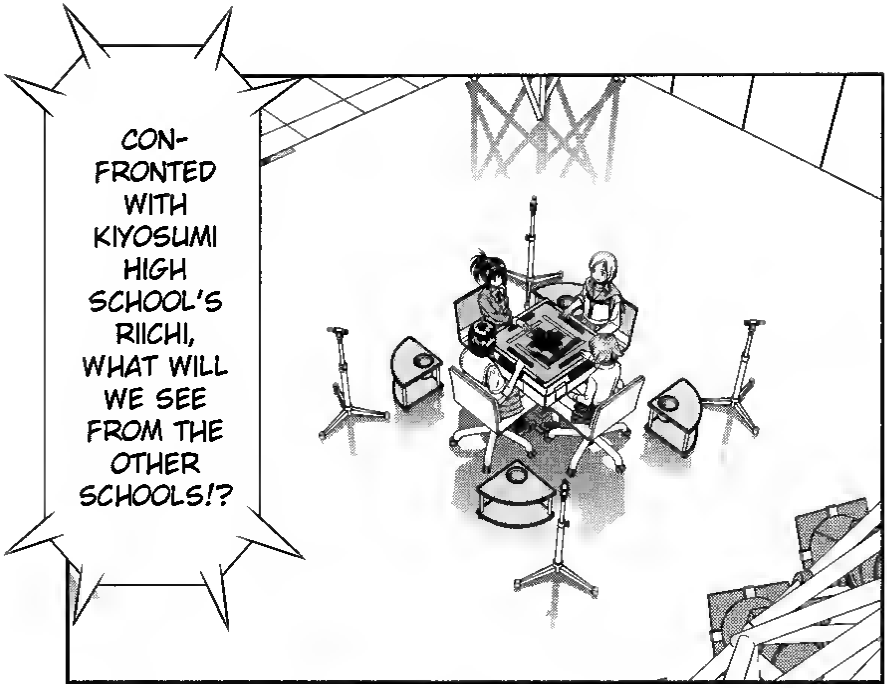
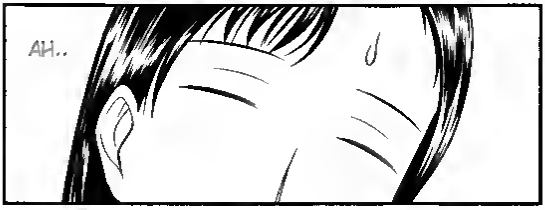
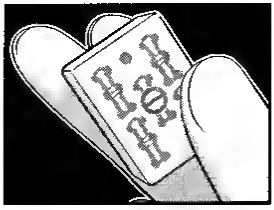

CON-
FRONTED
WITH
KIYOSUMI
HIGH
SCHOOL'S
RIICHI,
WHAT WILL
WE SEE
FROM THE
OTHER
SCHOOLS!?

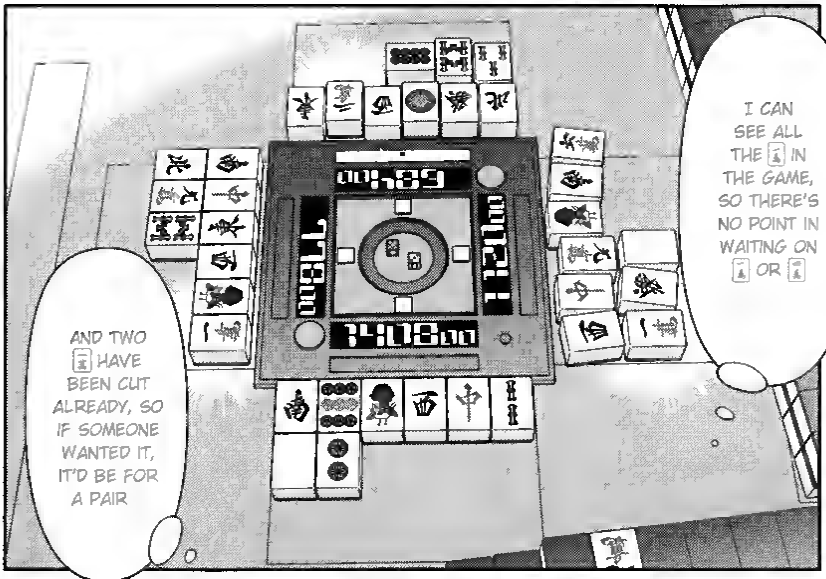
SO
STUBBORN
YOU
SHOULD
JUST
STOP AND
GIVE UP
HERE...

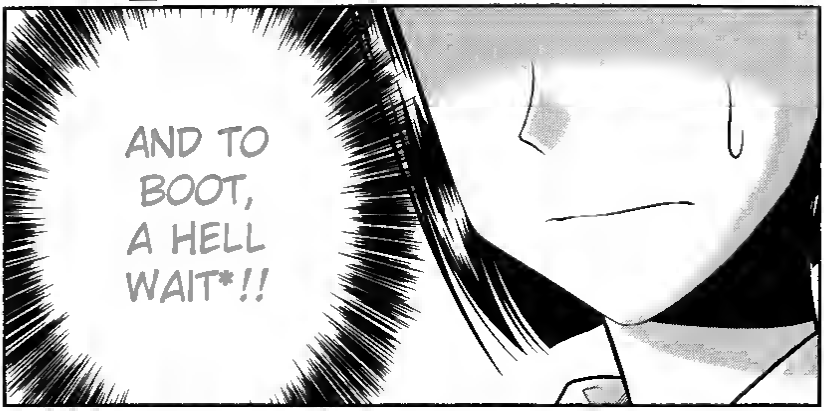

AH..



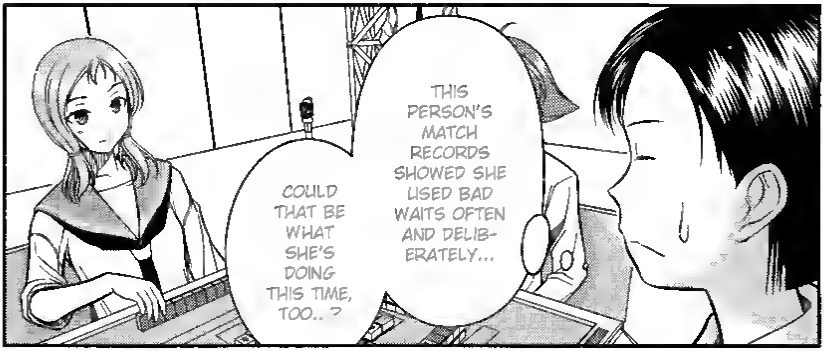
Round 21: Ripped

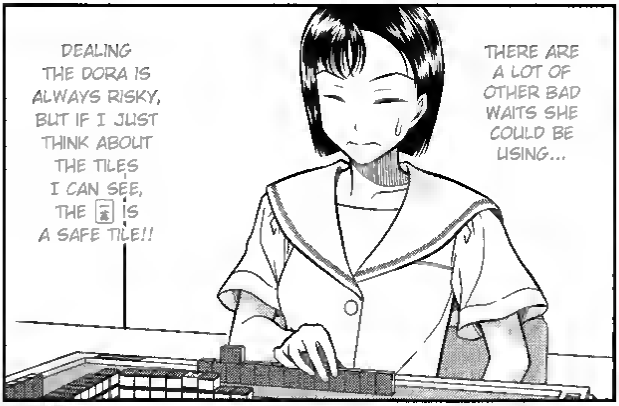
IF I CUT THE DORA AND BET ON A RIICHI, MY WORST HAND GETS ME 5200 POINTS
TENPAI ...!

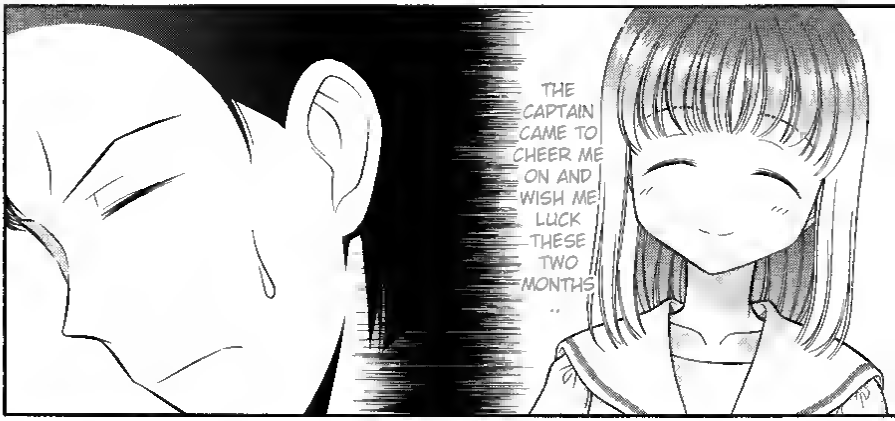

I CAN SEE ALL THE 1 IN THE GAME, SO THERE'S NO POINT IN WAITING ON 1 OR 1
AND TWO 1 HAVE BEEN CUT ALREADY, SO IF SOMEONE WANTED IT, IT'D BE FOR A PAIR

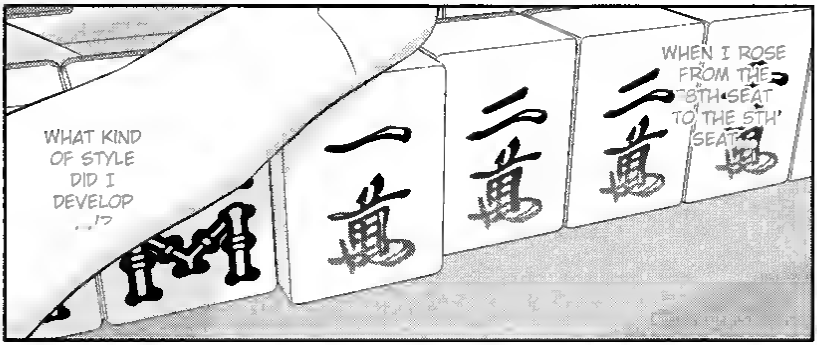


*JIGOKU TANKI A SITUATION IN WHICH EFFECTIVELY THERE IS ONLY A SINGLE TILE WITH WHICH YOU CAN COMPLETE A PAIR

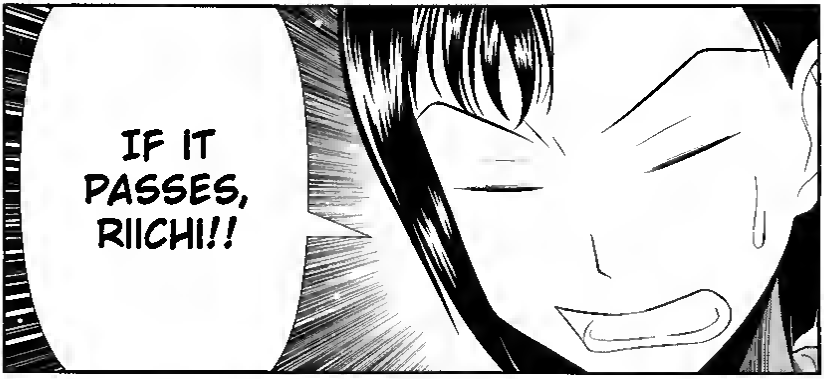


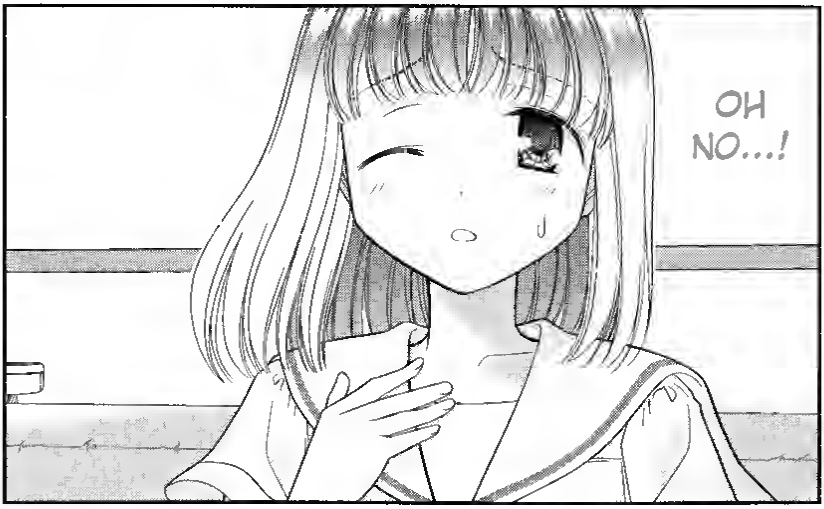

DEALING THE DORA IS ALWAYS RISKY, BUT IF I JUST THINK ABOUT THE TILES I CAN SEE, THE 8 IS A SAFE TILE!!
THERE ARE A LOT OF OTHER BAD WAITS SHE COULD BE USING...

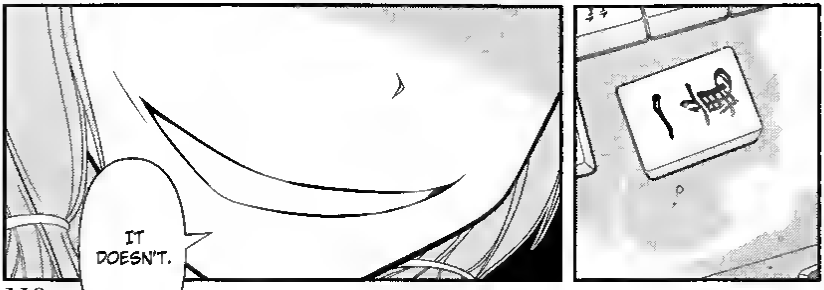

THE CAPTAIN CAME TO CHEER ME ON AND WISH ME LUCK THESE TWO MONTHS ..


WHEN I ROSE FROM THE 8TH SEAT TO THE 5TH SEAT...
WHAT KIND OF STYLE DID I DEVELOP ..!?

NOT ONE WHERE I WOULD RUN AWAY FROM A HAND — NO, A SITUATION — LIKE THIS!!


IF IT PASSES, RIICHI!!


OH NO...!


IT DOESN'T.

RON.
RIICHI, IPPATSU, FOUR DORA.
12000 POINTS.

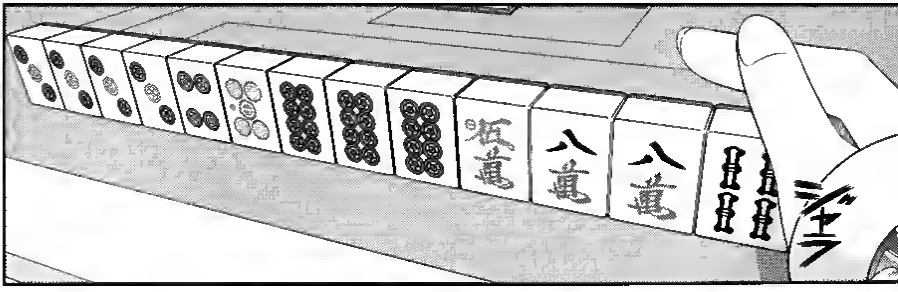
CUTTING THE [redacted] FROM THAT RIICHI...

WHAT'S WITH THIS PERSON ...?
.....

OR IS SHE...
IS SHE AN IDIOT?

CAPTAIN.....!!!

A BEING THAT IS CLOSE TO KOROMO IN STRENGTH ...?
Hooray!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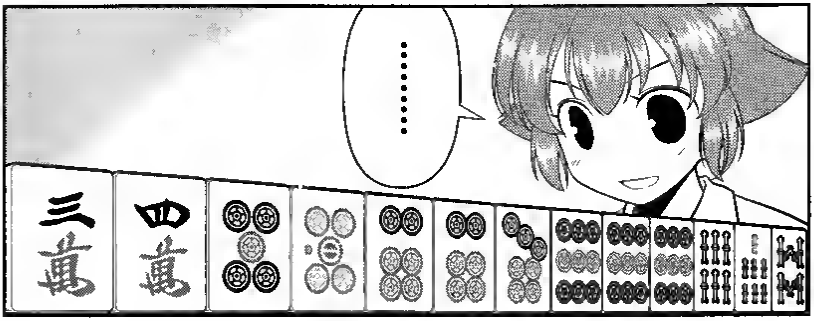
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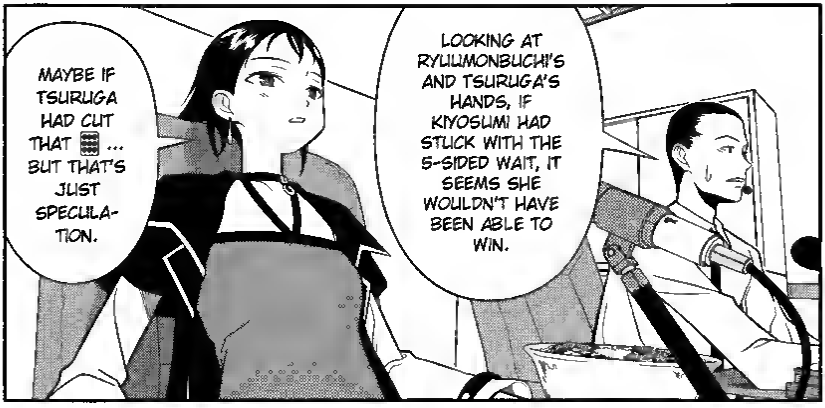
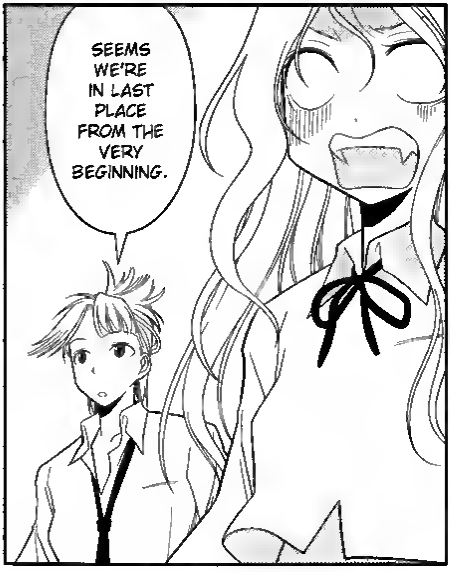
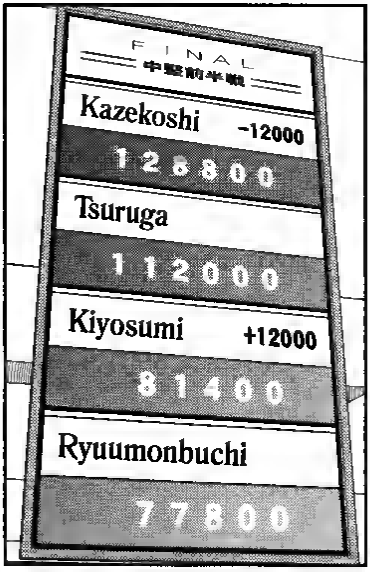
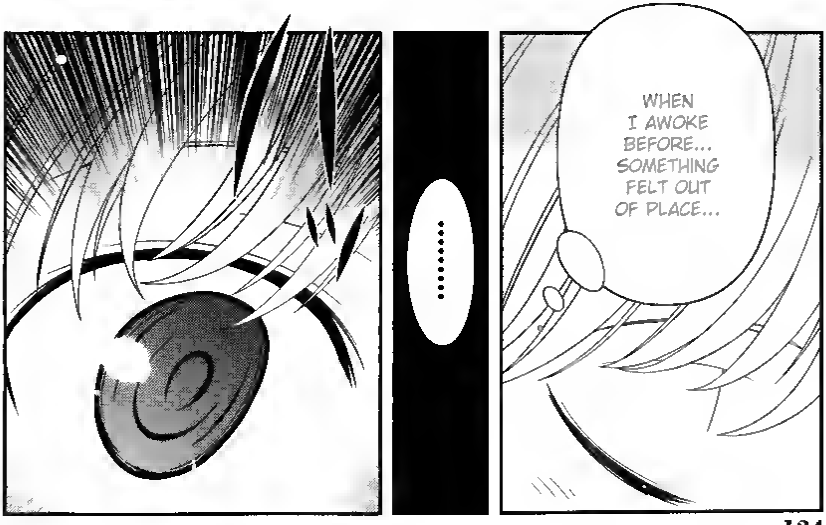

MAYBE IF TSURUGA HAD CUT THAT ... BUT THAT'S JUST SPECULATION.
LOOKING AT RYUUMONBUCHI'S AND TSURUGA'S HANDS, IF KIYOSUMI HAD STUCK WITH THE 5-SIDED WAIT, IT SEEMS SHE WOULDN'T HAVE BEEN ABLE TO WIN.

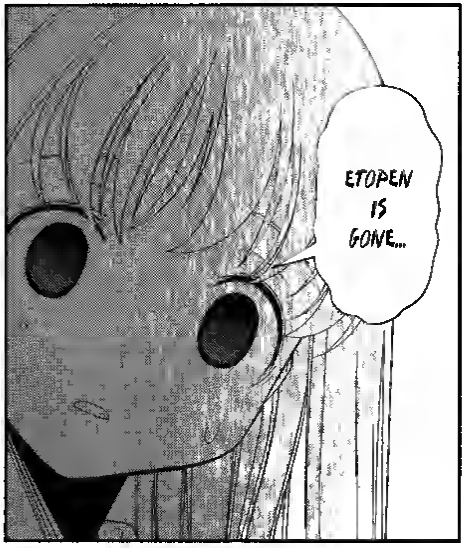

SEEMS WE'RE IN LAST PLACE FROM THE VERY BEGINNING.

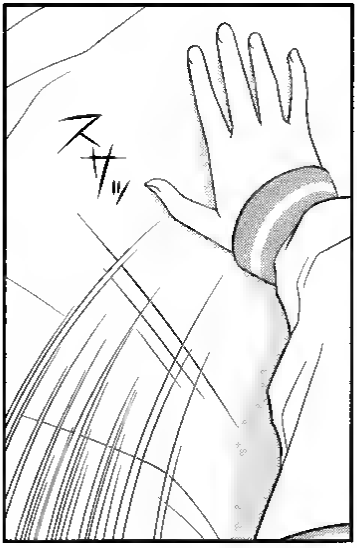

FINAL
中堅前半戦
Kazekoshi -12000
126800
Tsuruga
112000
Kiyosumi +12000
81400
Ryuumonbuchi
77800

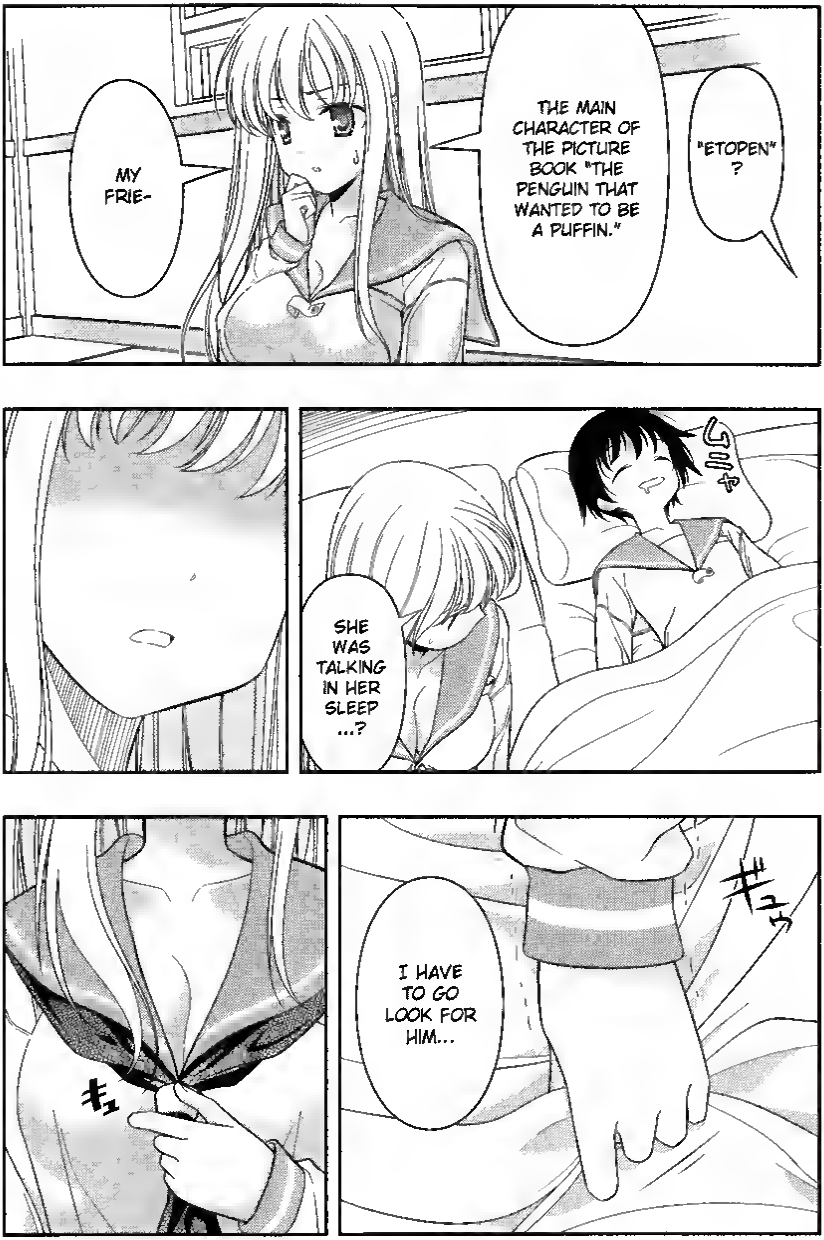
Break Room

NGH
...


.....
WHEN I AWOKE BEFORE... SOMETHING FELT OUT OF PLACE...

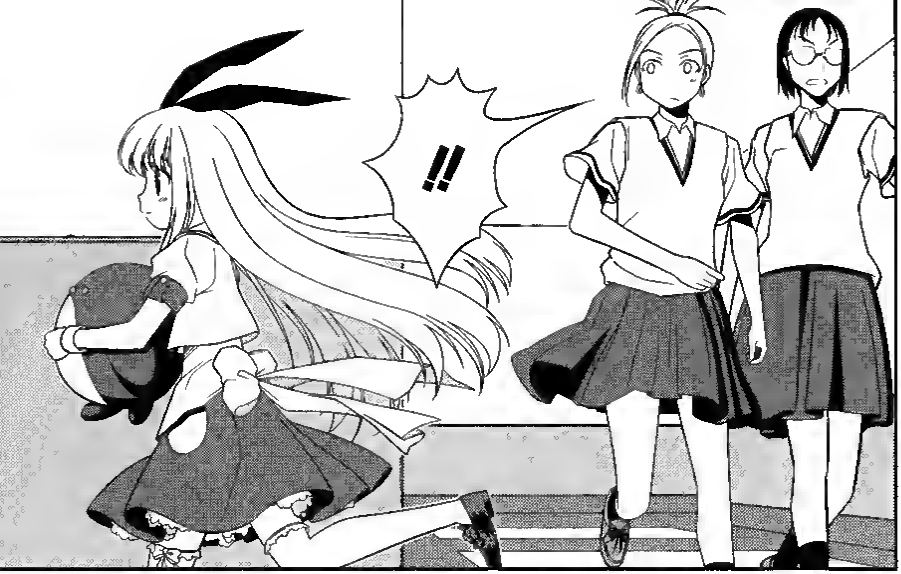

ETOPEN
IS
GONE...




MY FRIE-
THE MAIN CHARACTER OF THE PICTURE BOOK "THE PENGUIN THAT WANTED TO BE A PUFFIN."
"ETOPEN"?
SHE WAS TALKING IN HER SLEEP ...?
I HAVE TO GO LOOK FOR HIM...

A PEN-GUIN?
I HAVEN'T SEEN ANY...
Is it a stuffed animal?
About how big is it?
It's about this big.

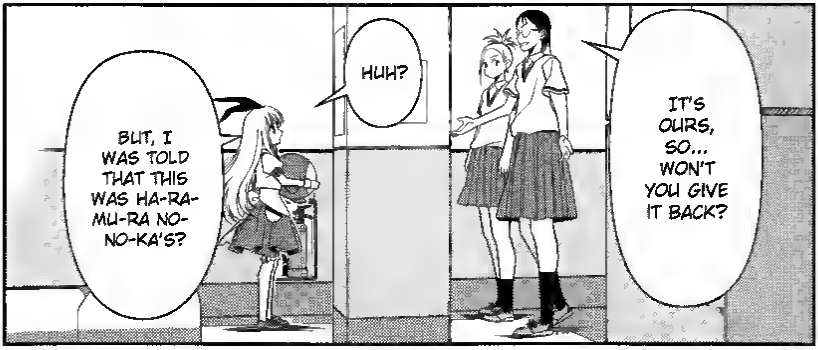
I'M TAKING YOU STRAIGHT BACK TO WHERE YOUR OWNER IS.
AND THEN I'M SURE TO GET A LOT OF PRAISE! TWO BIRDS WITH ONE STONE!!
AND WITH THAT, WE MIGHT BECOME FRIENDS!
AND TOMORROW WE MIGHT BE ABLE TO PLAY TOGETHER!


!!

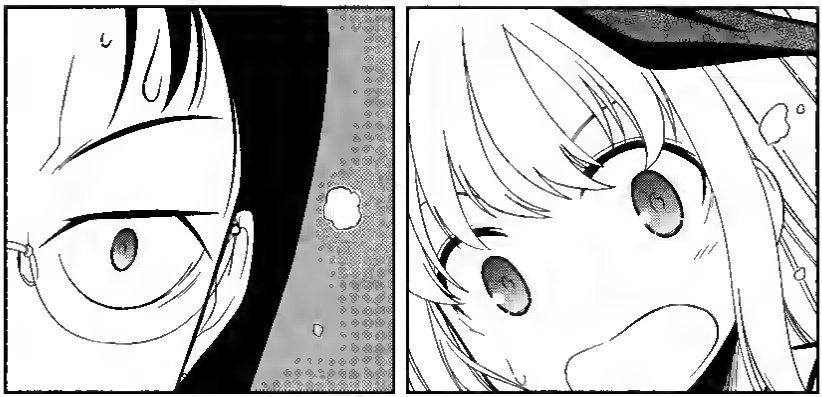
HOLD ON A SECOND, KID!
HM?

THERE IT IS...!!

I'M NOT A KID, I'M KOROMO!
UM...? AH... SURE.
I FEEL LIKE I'VE SEEN THIS KID SOME-WHERE...
HEY, YOU KNOW, ABOUT THAT PENGUIN ...
?
It's cute, isn't it?
Lv 8


IT'S OURS, SO... WON'T YOU GIVE IT BACK?
HUH?
BUT, I WAS TOLD THAT THIS WAS HA-RA-MU-RA NO-NO-KA'S?

.....
?
EAR-LIER ...
YOU SAW US DROP IT, DIDN'T YOU?
WHAT-EVER, JUST COUGH IT UP!
NOOOO!
WHAT ARE YOU DOING ...!?
HAND IT... OVER !!
I ALREADY DECIDED TO BRING IT TO ITS OWNER~~ !!
LET GO THIS INSTANT, YOU AIRHEAD ...!!



Tutorial and Glossary for Japanese Mahjong

To help you follow Saki's mahjong, we have put together this page to explain how Japanese mahjong works and as a handy reference.

Basic Rules

In Japanese mahjong, there are 4 players. Each player keeps a hand of 13 tiles. When a player has their turn, that player draws a new tile. If those 14 tiles complete all the conditions for victory, that player wins the round. If not, that player has to discard a tile. Any of the other three players then has the opportunity to call "ron" and take that discarded tile if it would complete one of their own conditions for victory.

Tiles

Tiles are either of a particular suit, or are honor tiles. There are three suits: man, sou, and pin. Tiles in each suit are numbered from 1 to 9. Honor tiles consist of the 3 dragon tiles and the 4 wind tiles. Numbers 1 and 9 in each suit are called terminal tiles. Together honor tiles and terminal tiles are called end tiles.

3 Suits

Honor Tiles

How to Win

To win a round, a player must have a complete hand and at least 1 yaku. There are three types of complete hands:

1. A hand of 1 toitsu and 4 chi or kan or pon.
2. A hand of 7 toitsu.
3. Kokushi musou

Mahjong Glossary

General:

Dead wall - Several tiles that are set aside at the start of the round and not normally drawn from.
Dealer round - An extra round that does not count toward the total number of rounds in the game, and which takes place after a dealer wins a round.
Dora - A designated tile which counts as 1 han
Double East - When the Dealer in the East position acquires the East tile, because the Round wind and the Seat wind coincide, it becomes a double yaku
Fu - A scoring unit that is less than han and more than basic points. Also refers to any rule used to calculate fu.
Han-chan - A game consisting of 8 rounds (barring extra dealer rounds) where each player deals 2 rounds
Horse - An optional rule where extra points are given to the winners of the round, usually the first and second place.
Iishanten - A state in which you are one tile away from Tenpai.
Jigoku Tanki / Hell wait - A situation in which effectively, there is only a single tile with which you can complete a pair
Kuitan - Making an open Tanyao
Menzen - Fully closed hand, never having called "ron" and revealed any of one's tiles
Reverse dora - An extra bonus tile that is flipped over when a player who declared "riichi" wins the round.
Ron - To pick up a discard. "Ron" can be called when another player discards the tile a player needs to win. That tile is then used to complete a chi, kan, or pon, which is then set aside. The closed portion of the player's hand becomes smaller (It's not menzen anymore.) In addition, points are transferred from the player who discarded to the player who called "ron."
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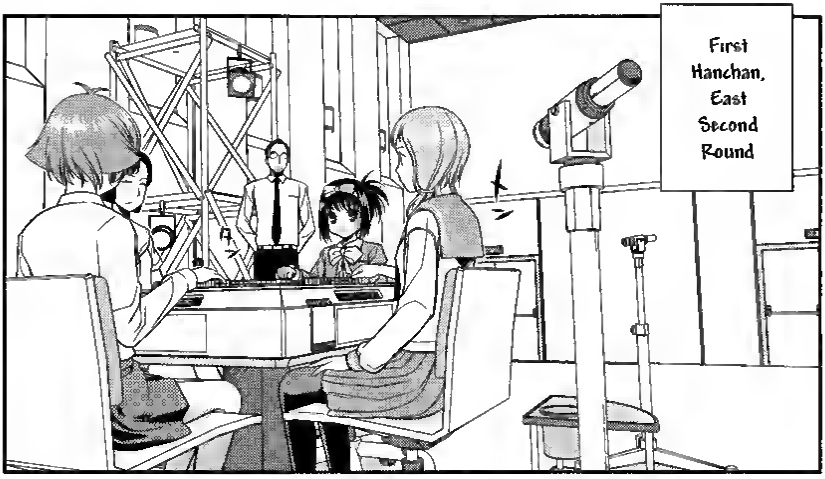
Null is proud to present you:

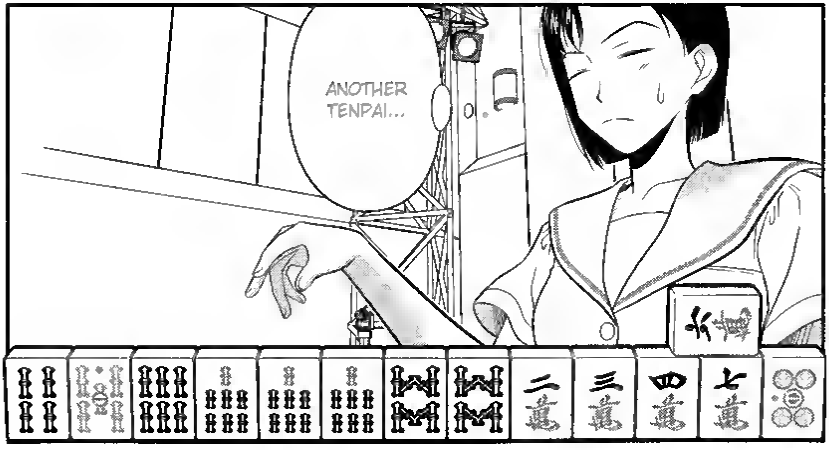
Saki volume 3 round 22

Translation: Kosetsu
Proofread: MinoSpelgud
Scan: Elvisrules
Edit: Spl
Color Pages: Stmated
QC: MattW
Terminology: Osamuko, Kosetsu

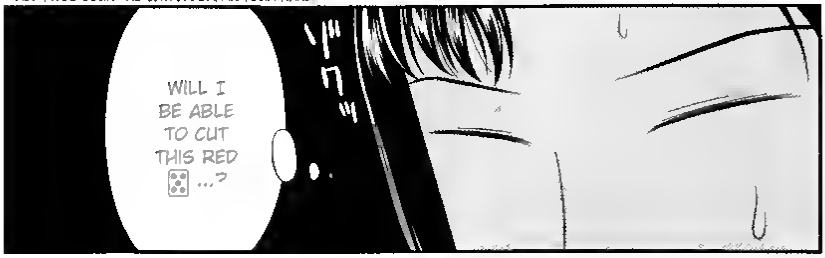
Release note: Please DO NOT upload our Saki releases to MangaFox, OneManga or any other online viewer.

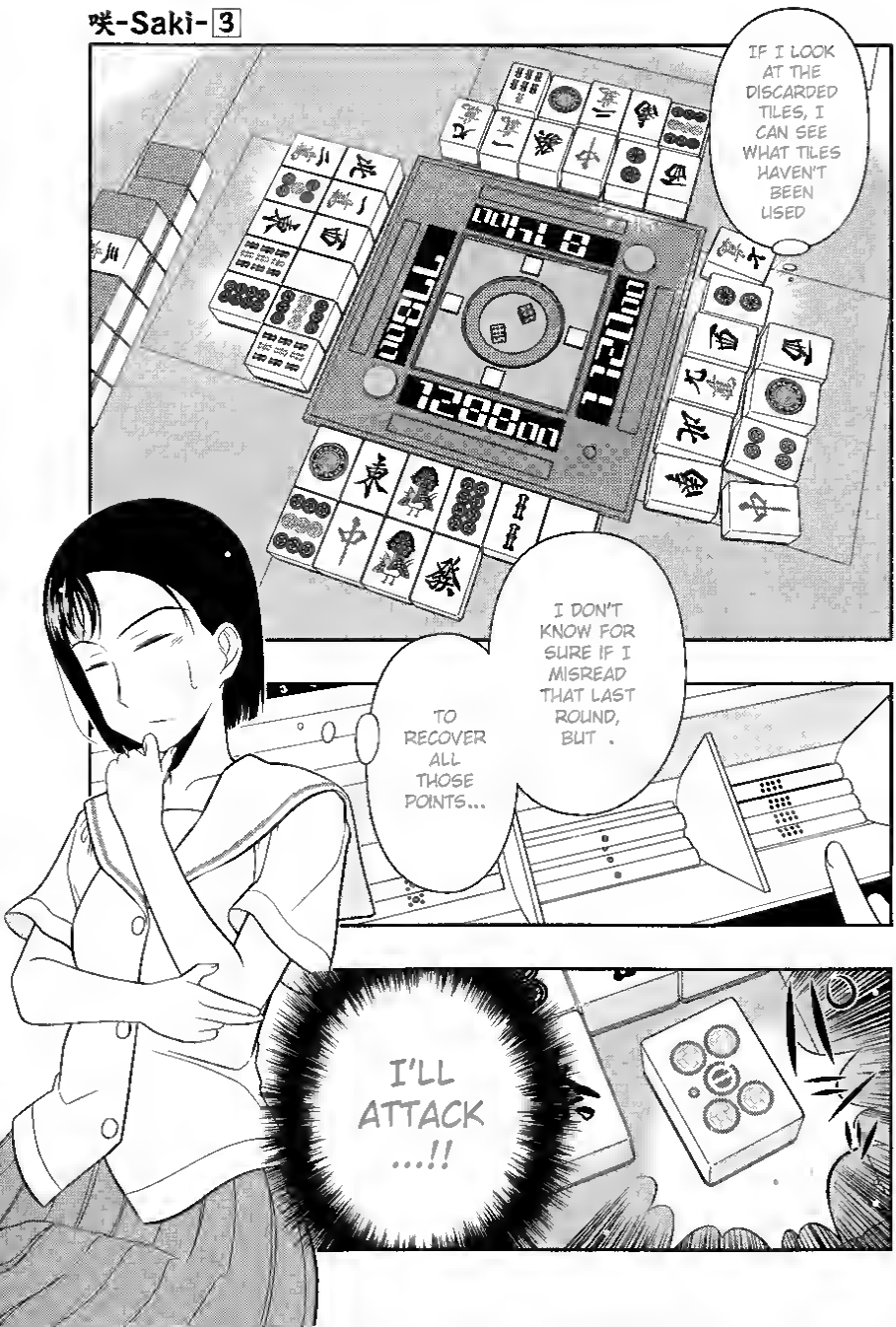
Round 22: Sleight of Hand

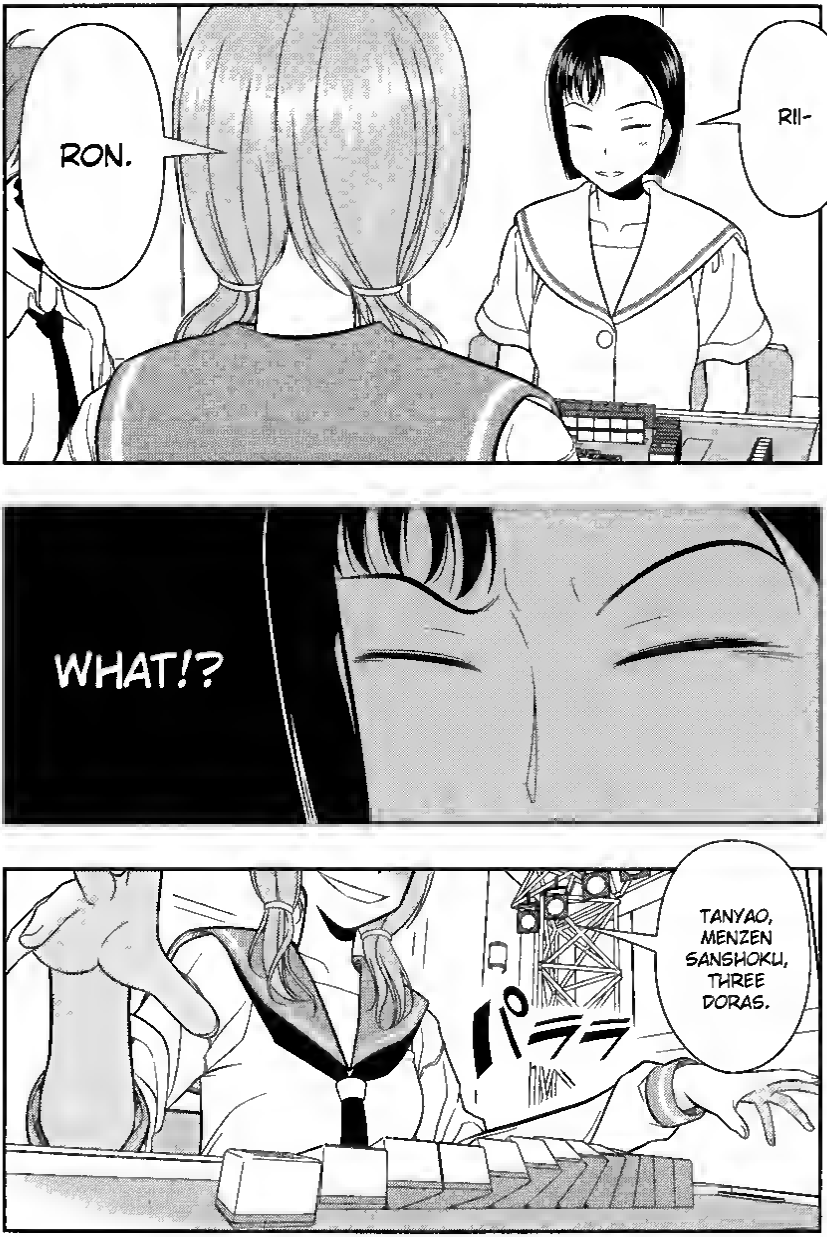




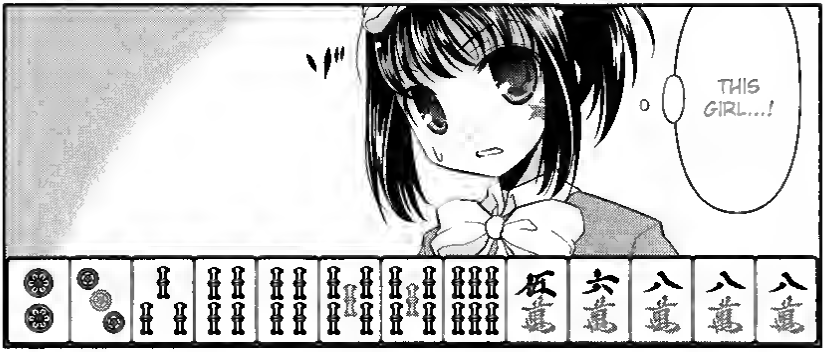
*RED FIVES COUNT AS EXTRA DORA IN YOUR HAND

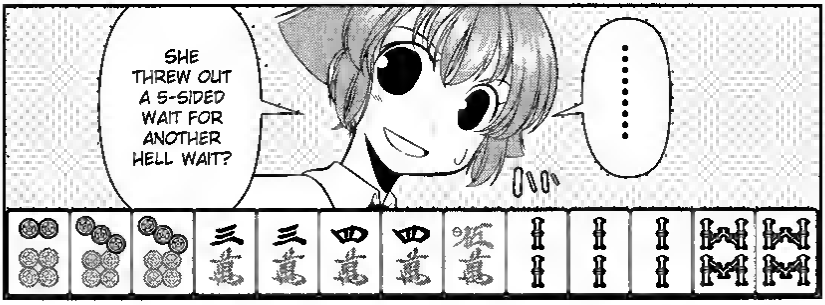



IF I LOOK AT THE DISCARDED TILES, I CAN SEE WHAT TILES HAVEN'T BEEN USED
8100
7700
12000
I DON'T KNOW FOR SURE IF I MISREAD THAT LAST ROUND, BUT .
TO RECOVER ALL THOSE POINTS...
I'LL ATTACK ...!!


RON.
RII-
WHAT!?
パラ
TANYAO, MENZEN SANSHOKU, THREE DORAS.

+18000
18000 POINTS.
-18000
AGAIN ...!!?

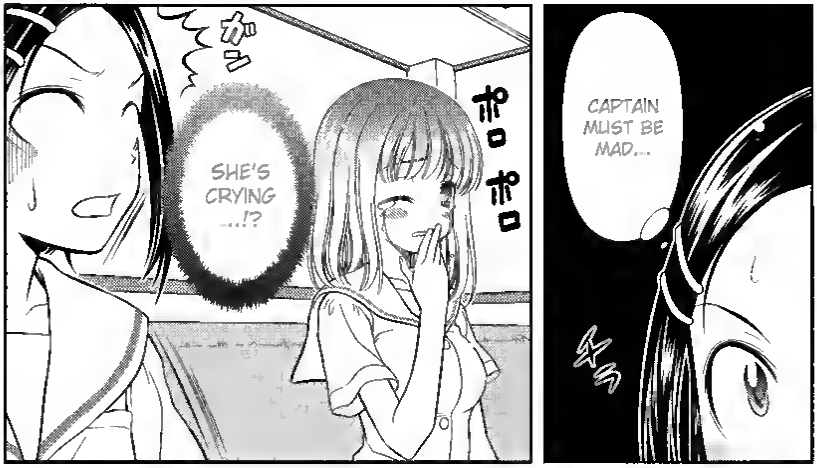

THIS GIRL...!


SHE THREW OUT A 5-SIDED WAIT FOR ANOTHER HELL WAIT?
.....

SHE'S COMPLETELY SHOOTING DOWN KAZEKOSHI FOR US!!
Kazekoshi Girls' High School - 110800 points
Tsuruga Academy - 112000 points
ナデシャ

BUT ...

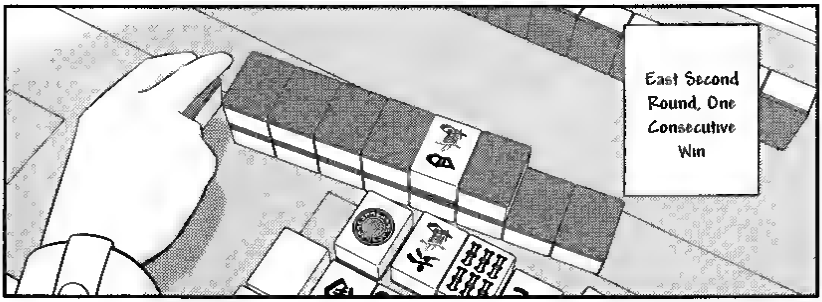
WOW...
WE'RE BEING OVER-TAKEN BY SOME NAMELESS SCHOOL...
風越女
控
*SIGN: KAZEKOSHI GIRLS' HIGH SCHOOL WAITING ROOM

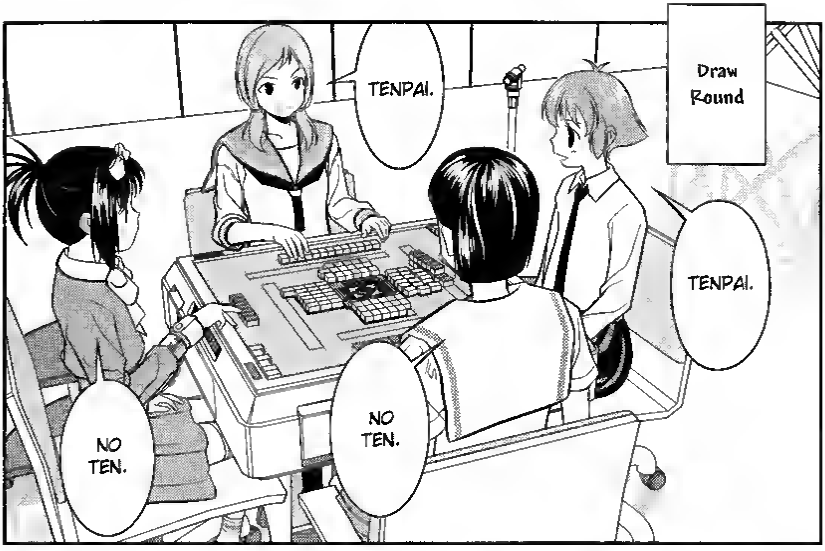

ポロ ポロ
ガン
SHE'S CRYING...!?
CAPTAIN MUST BE MAD...

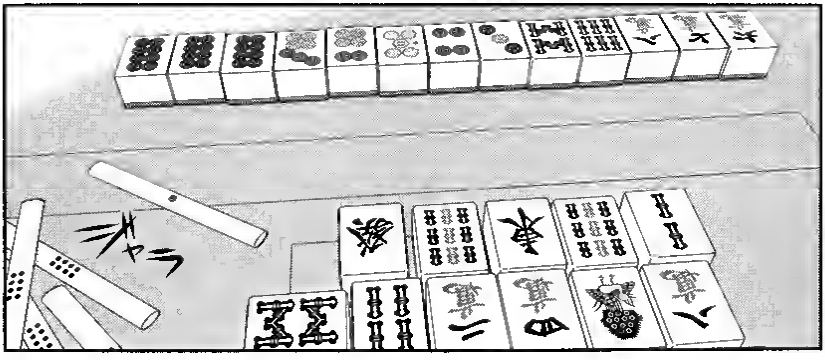
IF I HAD SEEN THOSE MATCH RECORDS, I COULD HAVE RECOGNIZED HER AS UENO-SAN...
AND I MIGHT HAVE BEEN ABLE TO ADVISE BUNDOU-SAN ON HOW TO FACE HER...
ポロ
ポロ

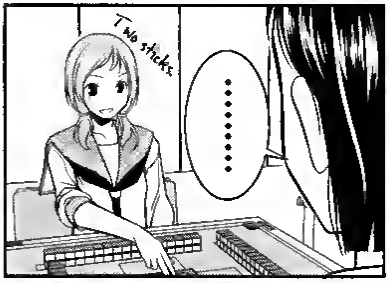
I'M SO SORRY, BUNDOU-SAN.
I'M SO SORRY ...
ドキ
IT'S NOT YOUR FAULT, CAPTAIN ...
DON'T CRY.
YOU COULDN'T HAVE KNOWN SHE WOULD CHANGE HER NAME IN THE PAST THREE YEARS, RIGHT?
I WANT TO COMFORT YOU WITH A HUG.

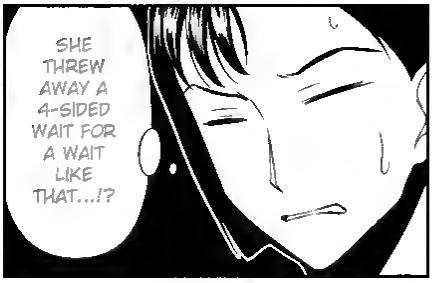
PLEASE, KEEP SMILING



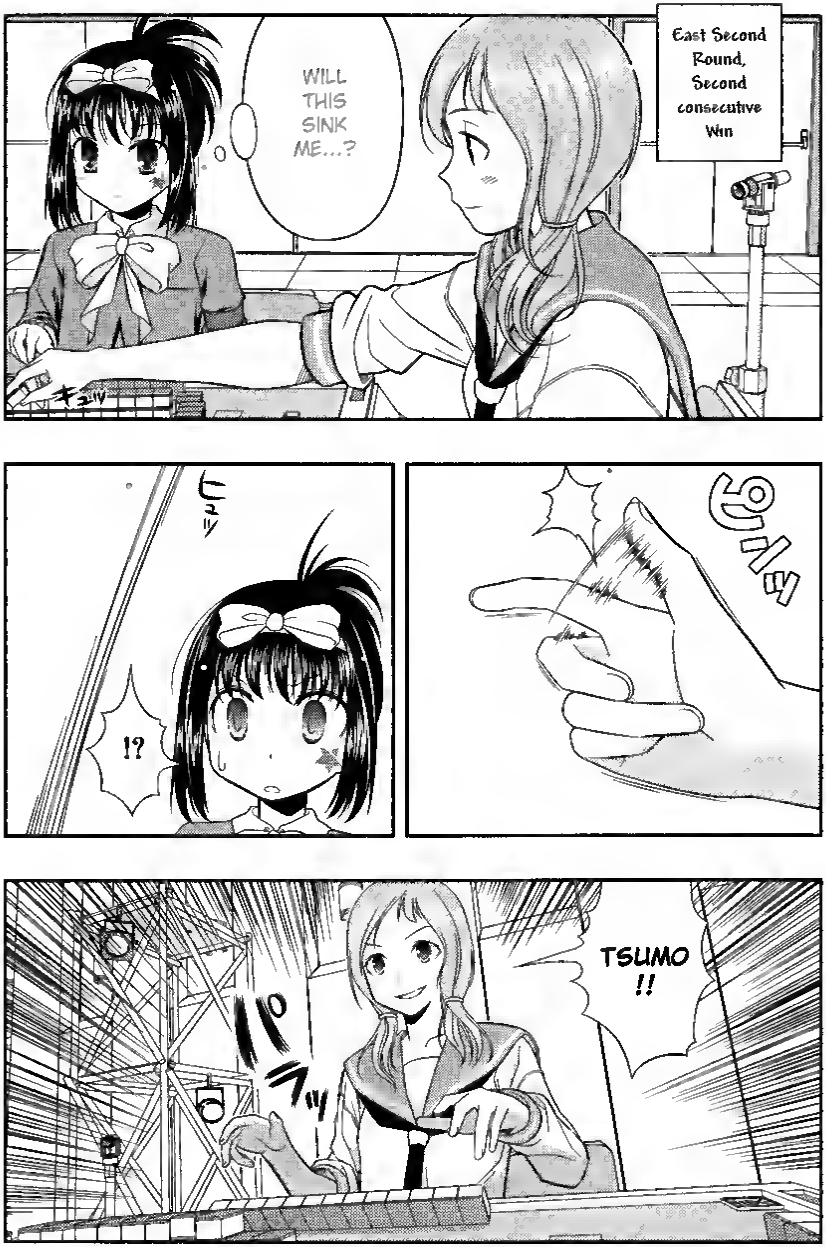

Draw Round
TENPAI.
TENPAI.
NO TEN.
NO TEN.



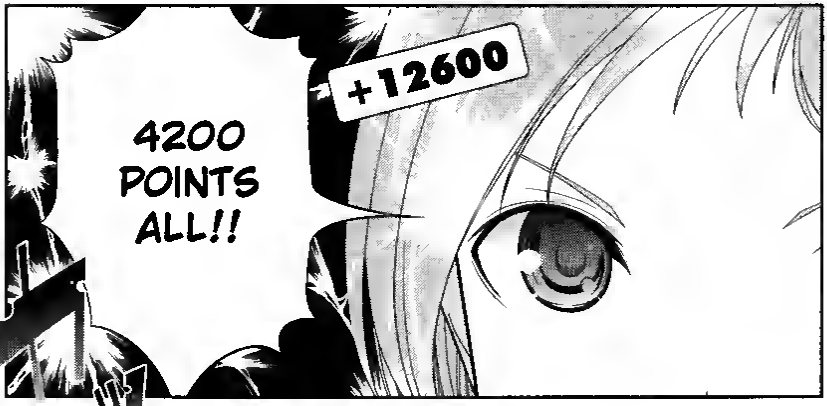

Two sticks.
.....


SHE THREW AWAY A 4-SIDED WAIT FOR A WAIT LIKE THAT...!?

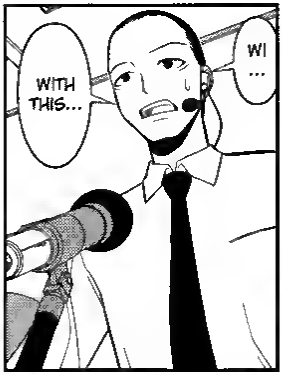
THE POINTS THAT CAPTAIN PILED UP...
THE POINTS THAT YOSHITOME-SENPAI HAD PROTECTED...
IF THE GAME CONTINUES LIKE HER MATCH RECORDS, SHE'LL HURDLE OVER ALL OF US COMPLETELY...
IT'S ALL BEING STOLEN AWAY...!!
IN ONLY TWO ROUNDS...

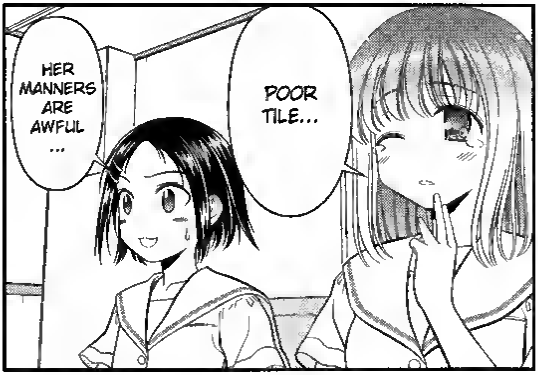

East Second Round, Second consecutive Win
WILL THIS SINK ME...?
キュッ
ピッ
!?
パシッ
TSUMO !!

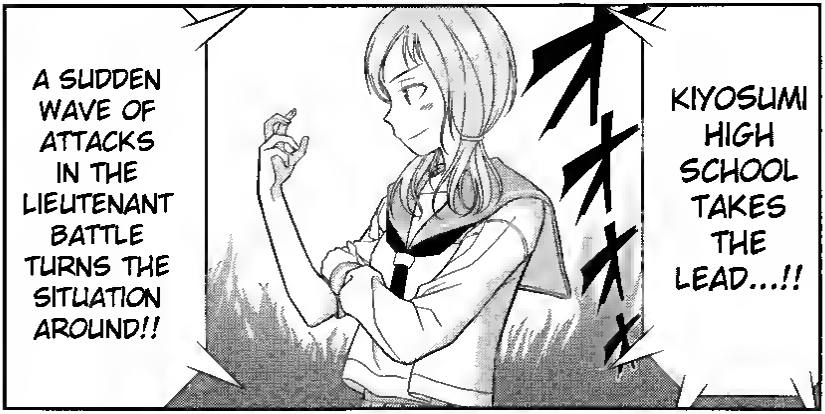
ヒュン
ドヤァン


+12600
4200 POINTS ALL!!

-4200
HUH ...?
!!
-4200
-4200

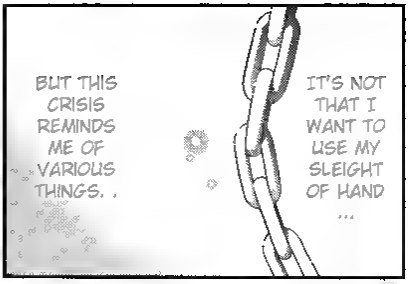

WITH THIS...
WI ...

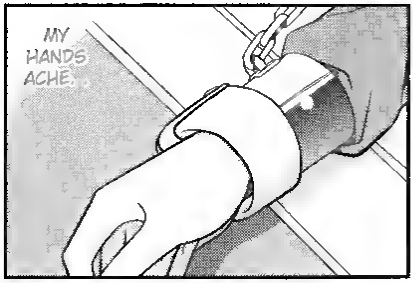

HER MANNERS ARE AWFUL ...
POOR TILE...


A SUDDEN WAVE OF ATTACKS IN THE LIEUTENANT BATTLE TURNS THE SITUATION AROUND!!
オオオ
KIYOSUMI HIGH SCHOOL TAKES THE LEAD...!!

……

FINAL
中堅前半戦
Kiyosumi +4410
113500
Tsuruga -2700
109300
Kazekoshi -35700
105100
Ryuumonbuchu -5700
72100


BUT THIS CRISIS REMINDS ME OF VARIOUS THINGS. .
IT'S NOT THAT I WANT TO USE MY SLEIGHT OF HAND ...


MY HANDS ACHE. .

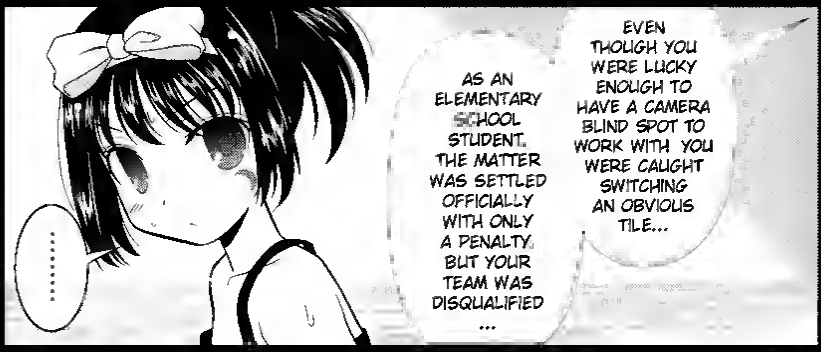
2 years ago...

ギラッ
パタパタ
SO HOT...
EVEN THOUGH IT'S SEPTEMBER...
I WANT TO GET HOME QUICKLY FOR A SHOWER
Kunihiro Hajime, Middle School Third Year.

KUNIHIRO HAJIME-SAN!!
?
...YOU ARE?
I AM KNOWN AS RYUUMON-BUCHI TOUKA!
I HAVE COME TO INVITE YOU INTO OUR CLUB!!
MEMBER SHIP?
IS THERE SOMETHING YOU WANT FROM ME?
Weird...

!!
I WANT YOU TO PLAY MAHJONG WITH ME FOR THE NEXT THREE YEARS!
NO... I DON'T PLAY ANYMORE ...
I KNOW ALL ABOUT IT!
THREE YEARS AGO IN THE ELEMENTARY SCHOOL TOURNAMENT
THE CRIME YOU COMMITTED ...

IN THE FINALS OF THE PRELIMINARIES... TO SAVE YOUR TEAM FROM DISASTER,
YOU DISPLAYED THE SLEIGHT OF HAND YOU INHERITED FROM YOUR FATHER.


EVEN THOUGH YOU WERE LUCKY ENOUGH TO HAVE A CAMERA BLIND SPOT TO WORK WITH YOU WERE CAUGHT SWITCHING AN OBVIOUS TILE...
AS AN ELEMENTARY SCHOOL STUDENT, THE MATTER WAS SETTLED OFFICIALLY WITH ONLY A PENALTY, BUT YOUR TEAM WAS DISQUALIFIED ...
.....

HOWEVER... EVEN THOUGH YOU PULLED A STUNT LIKE THAT, YOUR STYLE OF PLAY IS IMPRESSIVE!
STARTING TOMORROW, YOU ARE IN THE CARE OF THE RYUUMONBUCHI MIDDLE-CLASS DIVISION... WE HAVE ALREADY TAKEN CARE OF THE FORMALITIES OF ADMISSION
HUH !?

WE HAVE RECEIVED PERMISSION FROM YOUR FATHER. HE DOESN'T FIND MUCH WORK AS A MAGICIAN NOWADAYS, DOES HE?
WHEN YOU ARE PLAYING MAHJONG, YOU WILL WEAR THESE CHAINS ON BOTH ARMS TO RESTRICT YOUR MOVEMENT.
OUTSIDE OF THOSE TIMES, I SUPPOSE YOU CAN SERVE MY FAMILY AS A MAID
DADDY SOLD ME OFF ...!?
AND WHAT IS WITH THIS PUSHY GIRL...!?

咲
Saki

Tutorial and Glossary for Japanese Mahjong

To help you follow Saki's mahjong, we have put together this page to explain how Japanese mahjong works and as a handy reference.

Basic Rules

In Japanese mahjong, there are 4 players. Each player keeps a hand of 13 tiles. When a player has their turn, that player draws a new tile. If those 14 tiles complete all the conditions for victory, that player wins the round. If not, that player has to discard a tile. Any of the other three players then has the opportunity to call "ron" and take that discarded tile if it would complete one of their own conditions for victory.

Tiles

Tiles are either of a particular suit, or are honor tiles. There are three suits: man, sou, and pin. Tiles in each suit are numbered from 1 to 9. Honor tiles consist of the 3 dragon tiles and the 4 wind tiles. Numbers 1 and 9 in each suit are called terminal tiles. Together honor tiles and terminal tiles are called end tiles.

3 Suits

Honor Tiles

How to Win

To win a round, a player must have a complete hand and at least 1 yaku. There are three types of complete hands:

1. A hand of 1 toitsu and 4 chi or kan or pon.
2. A hand of 7 toitsu.
3. Kokushi musou

Mahjong Glossary

General:

Dead wall - Several tiles that are set aside at the start of the round and not normally drawn from.
Dealer round - An extra round that does not count toward the total number of rounds in the game, and which takes place after a dealer wins a round.
Dora - A designated tile which counts as 1 han
Double East - When the Dealer in the East position acquires the East tile, because the Round wind and the Seat wind coincide, it becomes a double yaku
Fu - A scoring unit that is less than han and more than basic points. Also refers to any rule used to calculate fu.
Han-chan - A game consisting of 8 rounds (barring extra dealer rounds) where each player deals 2 rounds
Horse - An optional rule where extra points are given to the winners of the round, usually the first and second place.
Iishanten - A state in which you are one tile away from Tenpai.
Jigoku Tanki / Hell wait - A situation in which effectively, there is only a single tile with which you can complete a pair
Kuitan - Making an open Tanyao
Menzen - Fully closed hand, never having called "ron" and revealed any of one's tiles
Reverse dora - An extra bonus tile that is flipped over when a player who declared "riichi" wins the round.
Ron - To pick up a discard. "Ron" can be called when another player discards the tile a player needs to win. That tile is then used to complete a chi, kan, or pon, which is then set aside. The closed portion of the player's hand becomes smaller (It's not menzen anymore.) In addition, points are transferred from the player who discarded to the player who called "ron."
Ryankan - A type of wait where the tiles form patterns like 1-man, 3-man, 5-man or 4-pin, 6-pin, 8-pin, etc
Tenpai - The state of needing only 1 more tile to complete a hand. Tenpai is necessary to call "riichi," so it would typically be spoken in that context. "[Some yaku] tenpai" refers to when only 1 more tile is required to obtain that yaku
Tobi - A rule in which the game ends as soon as any player has 0 or less points
Tsumo - "Tsumo" is called when a player draws the tile they need to win, but is not sufficient to win without additional yaku. "Menzen chin tsumohou," a yaku, is frequently declared as "tsumo"
Tsumikomi - A frowned-upon strategy where a player gathers advantageous tiles into their wall before the round begins, and therefore gets the tiles they want more quickly
Wait - The state of needing one more tile to win after declaring "riichi." There are different types of waits, depending on how many different tiles could complete the hand and how each affects the hand's value
Wall - The undrawn tiles. Each player typically draws only from a specific part of the wall, referred to as that player's wall, unless forced to draw from another player's wall because no more of theirs remains
Yaku - Special conditions necessary to win
Yaochuuhai - A general term for thirteen tiles in mahjong, which include honor tiles and end tiles

Score-related:

Baiman - An 8 to 10 han hand
Han - A score multiplier. The more han, the more your score increases exponentially. Some yaku are worth more han if they are menzen
Haneman - A 6 to 7 han hand.
Kazoe-yakuman - A 13 han or more hand. Scored the same as yakuman
Mangan - A 70 fu 3 han or more, 40 fu 4 han or more, or 5 han hand
Sanbaiman - An 11 to 12 han hand.
Yakuman - Hands that are so difficult to get that they are worth the maximum possible point value.

Tile melds:

Chi - 3 consecutive numbers, same suit Example. 2 pin, 3 pin, 4 pin
Kan - 4 of the same tile Example. haku haku, haku, haku. When a player completes a kan, they must draw an additional tile from the dead wall to maintain the ability to make 4 sets
Pon - 3 of the same tile. Example. 7 sou, 7 sou, 7 sou
Toitsu - 2 of the same tile. Example east wind, east wind.

Yaku / Yakuman

A full list of yaku can be found at http://en.wikipedia.org/wiki/Japanese_Mahjong_yaku#List_of_yaku

Chun itsu - All tiles are in the same suit and none are honor tiles
Daisangen - A yakuman formed when one readies three complete sets of the Haku, Hatsu, and Chun tiles.
Double riichi - A "riichi" that is declared on the player's first turn, before anyone has declared a chi or kan or pon.
Hon itsu - All tiles are in the same suit or are honor tiles
Ippatsu - Winning within one turn of declaring "riichi."
Itsuki Shuukan - A yaku in which one's runs are within the same suit
Kokushi musou - A hand that consists of all end tiles, and one more end tile. A yakuman hand
Menzen chin - References a closed hand in the context of same other yaku Example. Menzen chin hon itsu consists of a closed hand and hon itsu.
Menchin - A combination of Menzen, a hand where you do not call tiles, worth 1 yaku, and Chinusou (a.k.a Chin itsu), a hand where all your tiles are of the same suit, worth 6 yaku
Riichi - The player chooses to sacrifice 1000 points to declare they only need 1 tile to win ("tenpai") After "riichi" is declared, the player's hand cannot change until that tile is drawn ("tsumo") or called ("ron").
Rinshan kaihou - When a player declares a kan and therefore has to draw an extra tile, and that tile completes the player's hand
Sanankou - When you win with a hand formation of three unrevealed Pons, worth two yaku.
Sanshoku - Three sequences of the same numbers in all three suits. Example: 6 man, 7 man, 8 man, 6 sou, 7 sou, 8 sou, 6 pin, 7 pin, 8 pin.
Suuankou - A hand that consists of only pon and kan and 1 toitsu, where none of the pon or kan were completed with "ron." A yakuman hand
Tanpin - No end tiles, and must be a double-sided wait
Tanyao - A hand that uses no end tiles
Toitoi - When you win with a hand formation of four Pons (or Kans) and a pair, worth two yaku.

Null is proud to present you:

Saki volume 3 round 23

Translation: Kosetsu
Proofread: MinoSpelgud
Scan: Elvisrules
Edit: Spl
Color Pages: Stmated
QC: MattW
Terminology: Osamuko, Kosetsu

Release note: Please DO NOT upload our Saki releases to MangaFox, OneManga or any other online viewer.

ガチャン
Round 23: Pursuit
WHY ON EARTH DID DADDY SELL ME LIKE THIS...?
I GUESS HIS MOST RECENT TOUR DIDN'T WORK OUT OR SOME THING

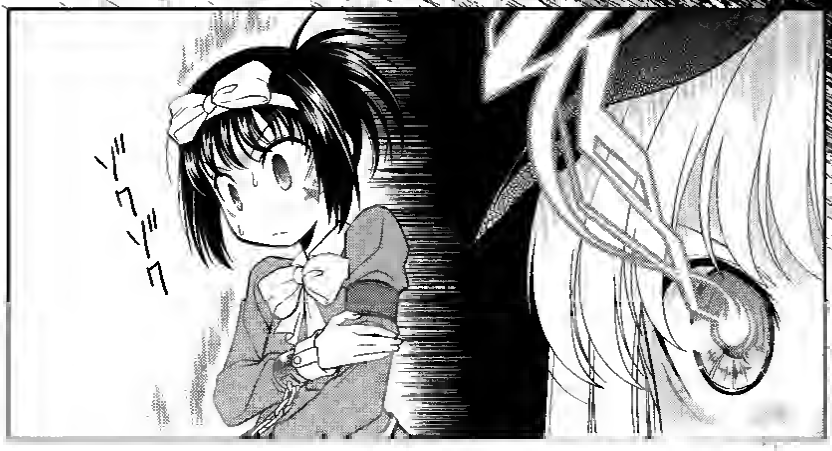
BUT REALLY, TYING ME UP WITH CHAINS LIKE THIS!
DON'T I GET THE RIGHT TO REFUSE!?
WE WILL OFFER YOU THE CHANCE TO GAIN THAT RIGHT.
IN THIS NEXT GAME OF MAHJONG SHOULD YOU WIN, YOUR FREEDOM WILL BE RESTORED
YOU... YOU CALLED YOURSELF TOUKA...
WOULD I QUALIFY IF I BEAT YOU?
NO.

YOUR OPPONENT AWAITS IN THERE.
AN ANNEX ...?
MY COUSIN RESIDES... NO, IS IMPRISONED THERE.
YOU WILL BE HER OPPONENT.
WHAT DO YOU MEAN BY "IMPRISONED"?
FOUR YEARS AGO, WHEN I LOST MY PARENTS, I WAS ENCHARGED WITH THE RYUUMONBUCHI FAMILY HOME.
AT THAT TIME, MY FATHER SAID TO ME...

"DO NOT GET CLOSE TO THE AMAE CHILD."
"SHE IS BEYOND THE SCOPE OF COMPRE-HENSION."
IT SEEMED SO UTTERLY RIDICU-LOUS I LAUGHED IN HIS FACE.
FATHER SEEMED TO BE UNDER THE IMPRESSION THAT AMAE HAD BEEN RESPONSIBLE FOR THE ACCI-DENTAL DEATH OF HER OWN PARENTS.
ｶﾁｬ

I, TOO, BEGIN TO FEEL THE STIRRINGS OF FEAR.
HOWEVER, IF IT'S IN REGARDS TO THAT GIRL'S MAHJONG ABILITY...
ギギギ
KOROMO!
I'VE BROUGHT ALONG A NEW TOY FOR YOU!
T... TOY!?
THIS ONE STURDIER THAN THE LAST?
ソワ…

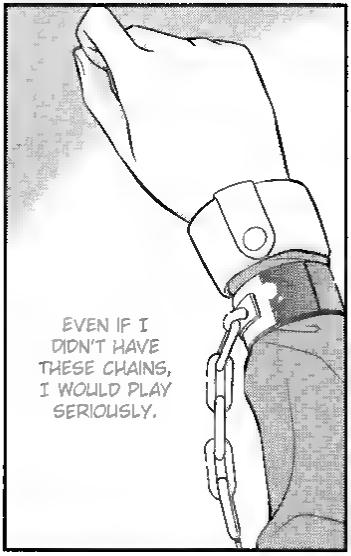
WILL THIS ONE BECOME A CORDIAL FRIEND OF MINE?
OR A SACRIFICE TO APPEASE MY HUNGER?

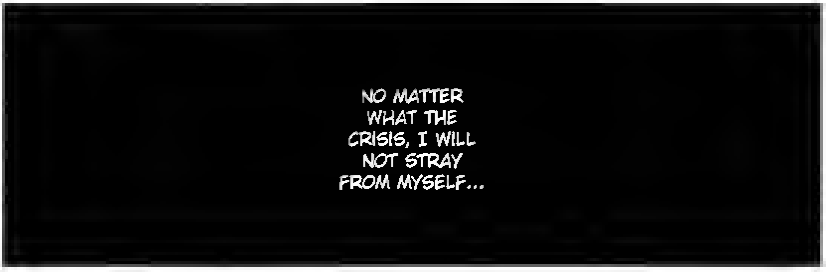

ゾクゾク

THAT KOROMO IS OUR CAPTAIN...!
COMPARED TO KOROMO, A SITUATION LIKE THIS IS NOTHING.

EVEN THOUGH I CAN'T USE MY SLEIGHT OF HAND, TOUKA PURCHASED ME.

IN ORDER TO REGAIN MY CONFIDENCE, IT'S FINE IF I WEAR THESE CHAINS AS A LESSON TO MYSELF.
I DON'T WANT TO FEEL LIKE I DID FROM THAT TIME EVER AGAIN.

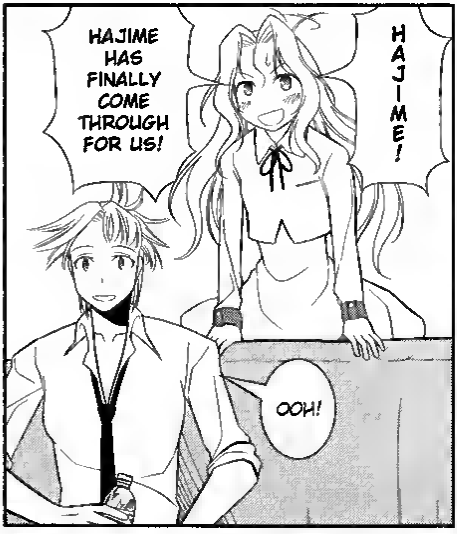

EVEN IF I DIDN'T HAVE THESE CHAINS, I WOULD PLAY SERIOUSLY.

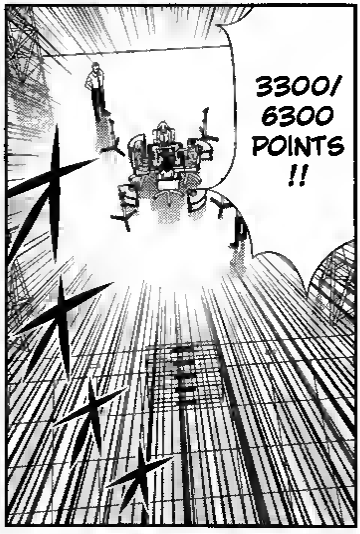

NO MATTER WHAT THE CRISIS, I WILL NOT STRAY FROM MYSELF...

RIICHI!!
I WILL STAY TRUE TO MYSELF !!

SO IT CAME
no
……
キュ
SHE EMPLOYS SUCH ABSURD WAITS,
BUT HER HAND WILL DEFI-NITELY MATERI-ALIZE. .
CLICK
パ
EVEN THOUGH I DON'T REALLY EXPECT TO WIN.
キィ

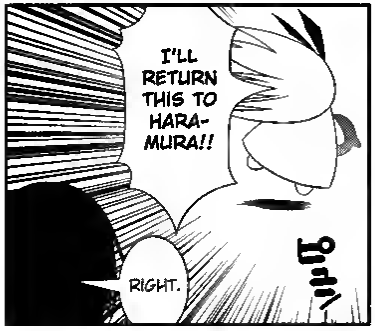
TSUMO!!

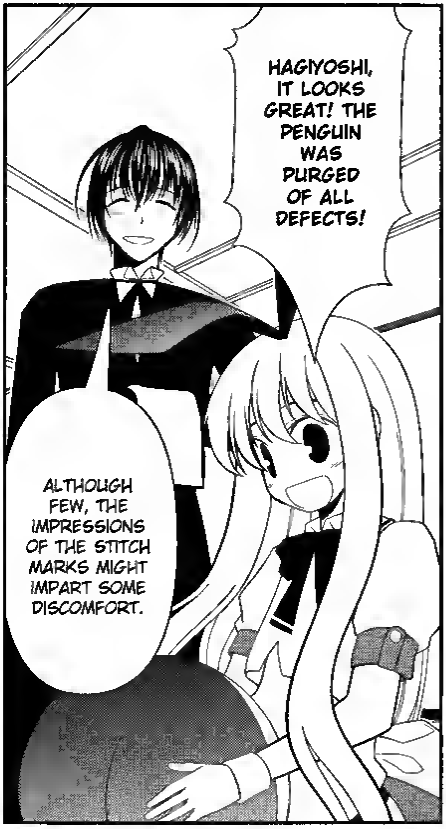

HAJIME!
HAJIME HAS FINALLY COME THROUGH FOR US!
OOH!


3300/ 6300 POINTS !!

ガチャ
TOOOOU-KAAAA...
?
TOOOU-KAAA...
KORO-MO!
JUST WHERE HAVE YOU BEEN THIS WHOLE TIME!?
WAAAAH
OR RATHER, WHY ON EARTH ARE YOU CRYING!?
HARAMURA NODOKA'S PENGUIN!!
THE PENGUIN ...
!
ジッ

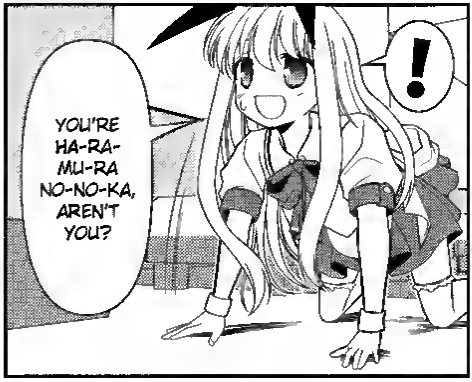
HAGI-YOSHI!
パチン
MA'AM
シュワッ
GWAH !!
Where did he...!?
と
パチン
うわぁ

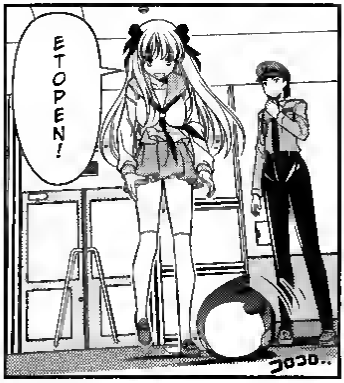

I'LL RETURN THIS TO HARA-MURA!!
RIGHT.


HAGIYOSHI, IT LOOKS GREAT! THE PENGUIN WAS PURGED OF ALL DEFECTS!
ALTHOUGH FEW, THE IMPRESSIONS OF THE STITCH MARKS MIGHT IMPART SOME DISCOMFORT.

BUT REALLY, WHY DID KOROMO HAVE THAT PENGUIN?
WE ARRIVED AT THE ENTRANCE TO THE HALL TOGETHER, BUT... PERHAPS SOMETHING HAPPENED WHEN SHE STRAYED AWAY.

HARA-MURA~~! WHERE ARE YOU~~!?
!
OOF!
ドテッ
ポーン


!
YOU'RE HA-RA-MU-RA NO-NO-KA, AREN'T YOU?

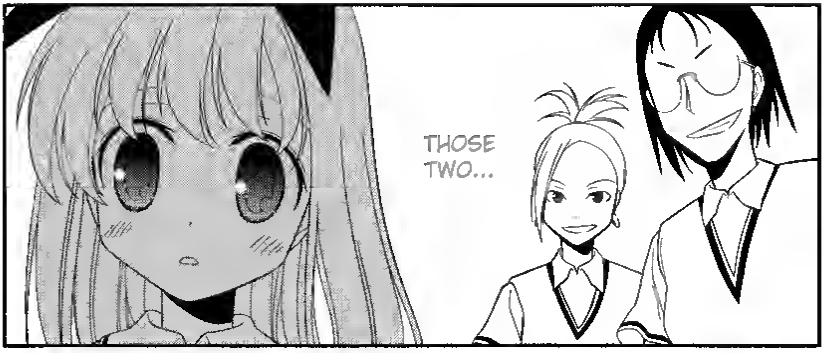

ETOPEN!
ゴゴゴ..

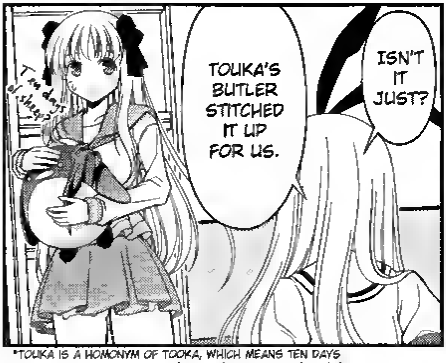
HEY ...
UM, ABOUT THAT PENGUIN ...

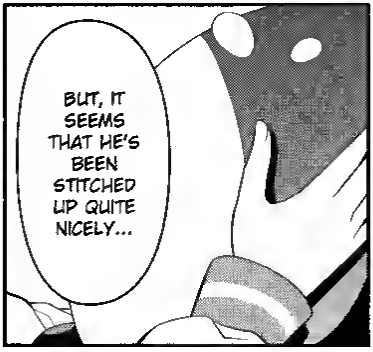
I KNEW RIGHT AWAY BECAUSE YOUR TITS ARE SO HUGE!
OH ...

HE'S BEEN RE-PAIRED ...

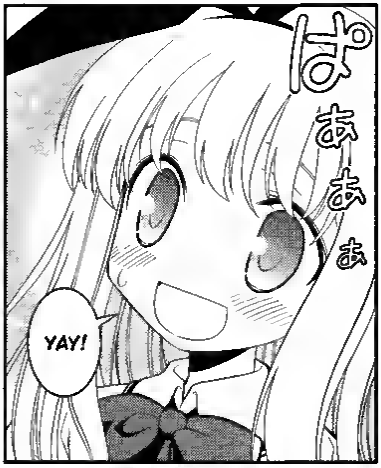
HUH ...?
EARLIER, A PAIR OF GIRLS CAME AND APOLO-GIZED FOR LOSING MY PENGUIN...
THEY SAID SOMETHING ABOUT IT BEING TORN UP IN THE STRUGGLE...







*TOUKA IS A HOMONYM OF TOOKA, WHICH MEANS TEN DAYS AND SHE MISHEARD SHITSUJI (BUTLER) AS HITSUJI (SHEEP)



THE FIRST HANCHAN OF THE LIEUTENANT BATTLE HAS ENDED...!!
!?
WE HAD THOUGHT KIYOSUMI HIGH HAD COMPLETELY OVERTAKEN THE MATCH IN POINTS... HOWEVER!

GAINING ON EVERYONE ELSE BIT BY BIT, RYUUMONBUCHI HIGH SCHOOL HAS MANAGED TO LEVEL THE PLAYING FIELD!
THIS BATTLE HAS BEEN LIKE A FREE DASH WHERE EVERYONE EVENTUALLY RETURNS TO THE STARTING POINT!!
PHEW.
HAJIME IS QUITE CAPABLE WHEN SHE TRIES...!
QUITE CAPABLE WHEN SHE TRIES INDEED ...!!
ゼゼゼ

Tutorial and Glossary for Japanese Mahjong

To help you follow Saki's mahjong, we have put together this page to explain how Japanese mahjong works and as a handy reference.

Basic Rules

In Japanese mahjong, there are 4 players. Each player keeps a hand of 13 tiles. When a player has their turn, that player draws a new tile. If those 14 tiles complete all the conditions for victory, that player wins the round. If not, that player has to discard a tile. Any of the other three players then has the opportunity to call "ron" and take that discarded tile if it would complete one of their own conditions for victory.

Tiles

Tiles are either of a particular suit, or are honor tiles. There are three suits: man, sou, and pin. Tiles in each suit are numbered from 1 to 9. Honor tiles consist of the 3 dragon tiles and the 4 wind tiles. Numbers 1 and 9 in each suit are called terminal tiles. Together honor tiles and terminal tiles are called end tiles.

3 Suits

Honor Tiles

How to Win

To win a round, a player must have a complete hand and at least 1 yaku. There are three types of complete hands:

1. A hand of 1 toitsu and 4 chi or kan or pon.
2. A hand of 7 toitsu.
3. Kokushi musou

Mahjong Glossary

General:

Dead wall - Several tiles that are set aside at the start of the round and not normally drawn from.
Dealer round - An extra round that does not count toward the total number of rounds in the game, and which takes place after a dealer wins a round.
Dora - A designated tile which counts as 1 han
Double East - When the Dealer in the East position acquires the East tile, because the Round wind and the Seat wind coincide, it becomes a double yaku
Fu - A scoring unit that is less than han and more than basic points. Also refers to any rule used to calculate fu.
Han-chan - A game consisting of 8 rounds (barring extra dealer rounds) where each player deals 2 rounds
Horse - An optional rule where extra points are given to the winners of the round, usually the first and second place.
Iishanten - A state in which you are one tile away from Tenpai.
Jigoku Tanki / Hell wait - A situation in which effectively, there is only a single tile with which you can complete a pair
Kuitan - Making an open Tanyao
Menzen - Fully closed hand, never having called "ron" and revealed any of one's tiles
Reverse dora - An extra bonus tile that is flipped over when a player who declared "riichi" wins the round.
Ron - To pick up a discard. "Ron" can be called when another player discards the tile a player needs to win. That tile is then used to complete a chi, kan, or pon, which is then set aside. The closed portion of the player's hand becomes smaller (It's not menzen anymore.) In addition, points are transferred from the player who discarded to the player who called "ron."
Ryankan - A type of wait where the tiles form patterns like 1-man, 3-man, 5-man or 4-pin, 6-pin, 8-pin, etc
Tenpai - The state of needing only 1 more tile to complete a hand. Tenpai is necessary to call "riichi," so it would typically be spoken in that context. "[Some yaku] tenpai" refers to when only 1 more tile is required to obtain that yaku
Tobi - A rule in which the game ends as soon as any player has 0 or less points
Tsumo - "Tsumo" is called when a player draws the tile they need to win, but is not sufficient to win without additional yaku. "Menzen chin tsumohou," a yaku, is frequently declared as "tsumo"
Tsumikomi - A frowned-upon strategy where a player gathers advantageous tiles into their wall before the round begins, and therefore gets the tiles they want more quickly
Wait - The state of needing one more tile to win after declaring "riichi." There are different types of waits, depending on how many different tiles could complete the hand and how each affects the hand's value
Wall - The undrawn tiles. Each player typically draws only from a specific part of the wall, referred to as that player's wall, unless forced to draw from another player's wall because no more of theirs remains
Yaku - Special conditions necessary to win
Yaochuuhai - A general term for thirteen tiles in mahjong, which include honor tiles and end tiles

Score-related:

Baiman - An 8 to 10 han hand
Han - A score multiplier. The more han, the more your score increases exponentially. Some yaku are worth more han if they are menzen
Haneman - A 6 to 7 han hand.
Kazoe-yakuman - A 13 han or more hand. Scored the same as yakuman
Mangan - A 70 fu 3 han or more, 40 fu 4 han or more, or 5 han hand
Sanbaiman - An 11 to 12 han hand.
Yakuman - Hands that are so difficult to get that they are worth the maximum possible point value.

Tile melds:

Chi - 3 consecutive numbers, same suit Example. 2 pin, 3 pin, 4 pin
Kan - 4 of the same tile Example. haku haku, haku, haku. When a player completes a kan, they must draw an additional tile from the dead wall to maintain the ability to make 4 sets
Pon - 3 of the same tile. Example. 7 sou, 7 sou, 7 sou
Toitsu - 2 of the same tile. Example east wind, east wind.

Yaku / Yakuman

A full list of yaku can be found at http://en.wikipedia.org/wiki/Japanese_Mahjong_yaku#List_of_yaku

Chun itsu - All tiles are in the same suit and none are honor tiles
Daisangen - A yakuman formed when one readies three complete sets of the Haku, Hatsu, and Chun tiles.
Double riichi - A "riichi" that is declared on the player's first turn, before anyone has declared a chi or kan or pon.
Hon itsu - All tiles are in the same suit or are honor tiles
Ippatsu - Winning within one turn of declaring "riichi."
Itsuki Shuukan - A yaku in which one's runs are within the same suit
Kokushi musou - A hand that consists of all end tiles, and one more end tile. A yakuman hand
Menzen chin - References a closed hand in the context of same other yaku Example. Menzen chin hon itsu consists of a closed hand and hon itsu.
Menchin - A combination of Menzen, a hand where you do not call tiles, worth 1 yaku, and Chinusou (a.k.a Chin itsu), a hand where all your tiles are of the same suit, worth 6 yaku
Riichi - The player chooses to sacrifice 1000 points to declare they only need 1 tile to win ("tenpai") After "riichi" is declared, the player's hand cannot change until that tile is drawn ("tsumo") or called ("ron").
Rinshan kaihou - When a player declares a kan and therefore has to draw an extra tile, and that tile completes the player's hand
Sanankou - When you win with a hand formation of three unrevealed Pons, worth two yaku.
Sanshoku - Three sequences of the same numbers in all three suits. Example: 6 man, 7 man, 8 man, 6 sou, 7 sou, 8 sou, 6 pin, 7 pin, 8 pin.
Suuankou - A hand that consists of only pon and kan and 1 toitsu, where none of the pon or kan were completed with "ron." A yakuman hand
Tanpin - No end tiles, and must be a double-sided wait
Tanyao - A hand that uses no end tiles
Toitoi - When you win with a hand formation of four Pons (or Kans) and a pair, worth two yaku.

Null is proud to present you: Saki volume 3 round 24

Translation:	Kosetsu
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Terminology:	Osamuko, Kosetsu

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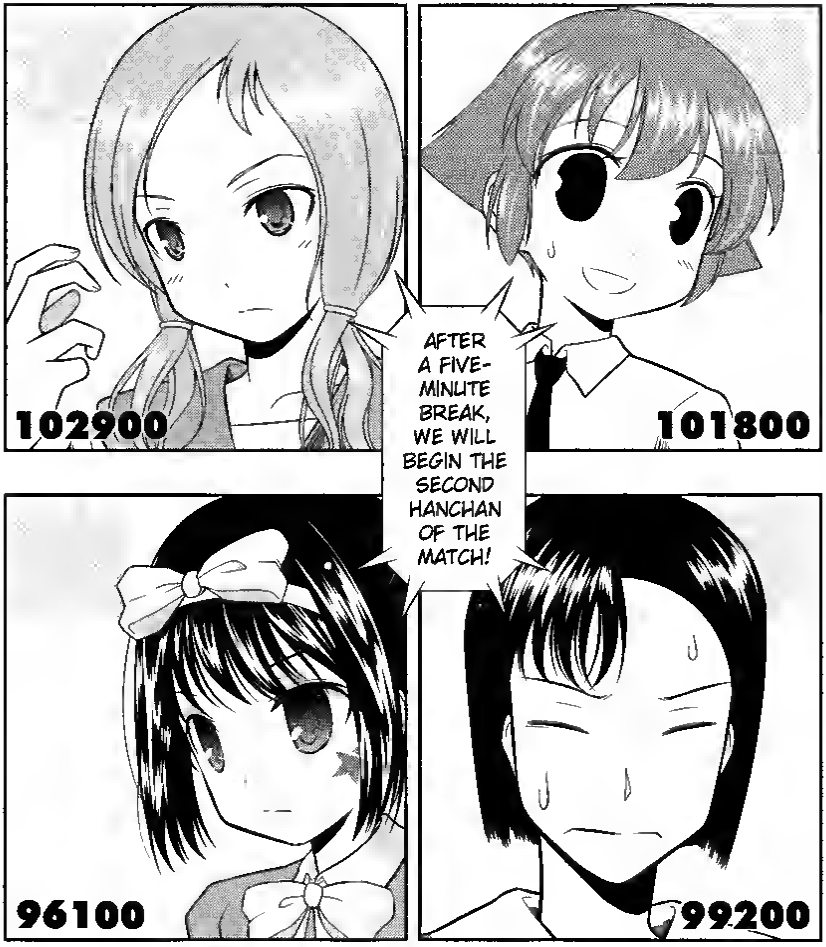
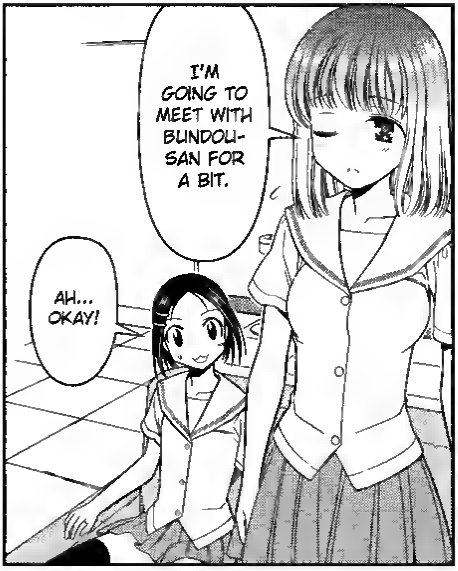
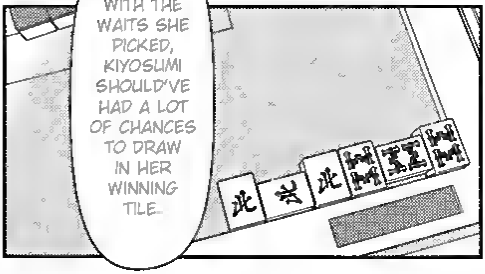
Round 24: Change-up

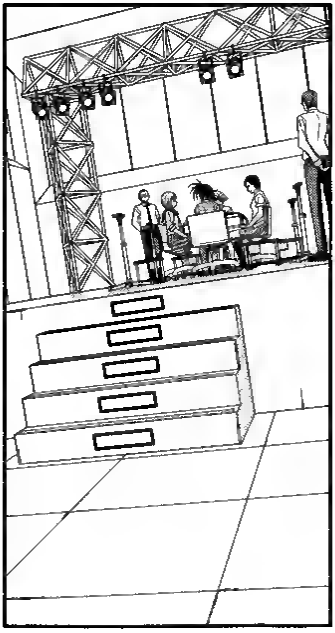



I'M GOING TO MEET WITH BUNDOU-SAN FOR A BIT.
AH... OKAY!

IT... IT'S OKAY... IF IT'S JUST THIS MUCH, I CAN REGAIN OUR POINTS...!

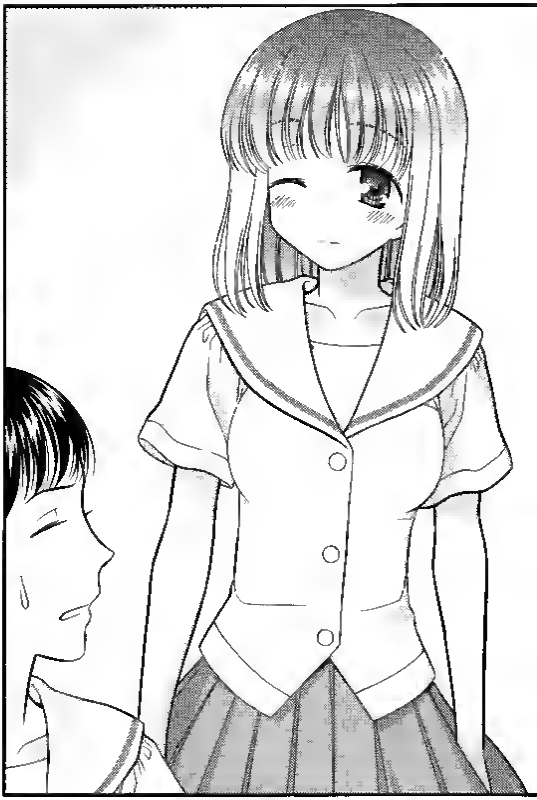
I SHOULD PROBABLY BE HAPPY THAT KIYOSUMI WAS PLAYING ON THE SEAT TO MY LEFT

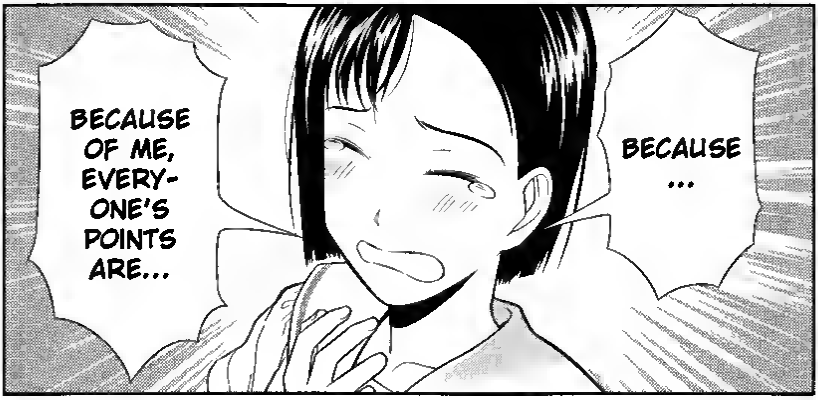

WITH THE WAITS SHE PICKED, KIYOSUMI SHOULD'VE HAD A LOT OF CHANCES TO DRAW IN HER WINNING TILE.

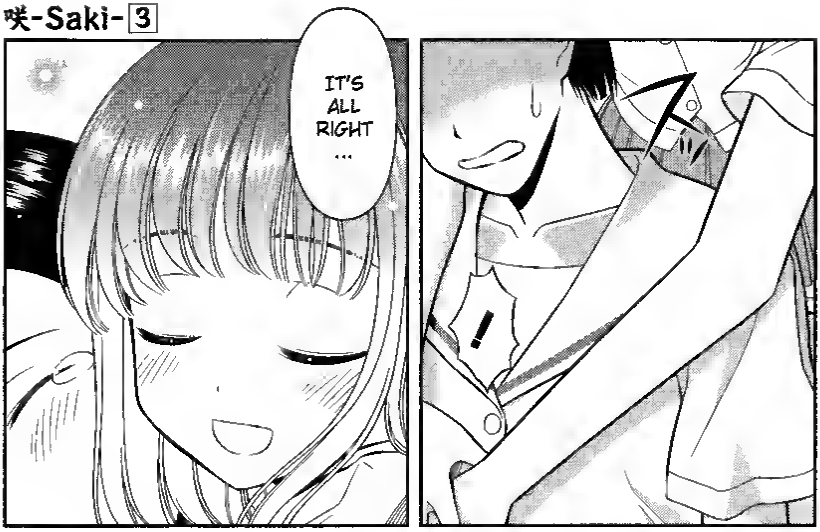


AFTER ALL, HUMANS ARE AT THEIR WEAKEST IN NEW SITUATIONS.
……?
NO... NO MATTER HOW MY LUCK TURNS, IT WON'T HAVE ANY EFFECT ON THE RESULT. PROBABLY...
AH GEEZ, I WASN'T ABLE TO WIN AT ALL, HUH?
Haka
ﾘｽ
BUN-DOU-SAN.
べそ
WHAT SHOULD I DO...?
I'VE NEVER SEEN A PLAYING STYLE LIKE THIS IN KAZE-KOSHI...
KIYO-SUMI'S BAD WAITS...

CAPTAIN!



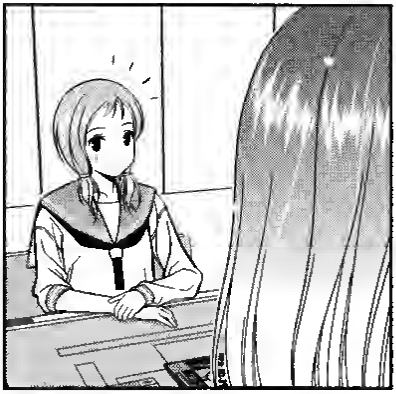

BECAUSE OF ME, EVERY-ONE'S POINTS ARE...
BECAUSE ...


IT'S ALL RIGHT ...
!

IT'S NOT YOUR FAULT.
CALM DOWN.
BELIEVE IN YOUR-SELF.

EVERY-ONE HAS MOMENTS WHEN THEY CAN'T PLAY AS WELL AS THEY USUALLY DO...
DON'T BE SO WORKED UP OVER IT... JUST ENJOY THE GAME.
NOW, I WONDER HOW MUCH OF THIS IS MY FAULT...
WHAT!? IT'S NOT YOUR FAULT AT ALL!
コソン
!
WOULD IT BE ALL RIGHT IF I GAVE YOU A BIT OF ADVICE?
AH... PLEASE ...
チラ

KAZEKOSHI'S CAPTAIN I'M SURE I'VE SEEN HER SOMEWHERE BEFORE.
Hmmm...

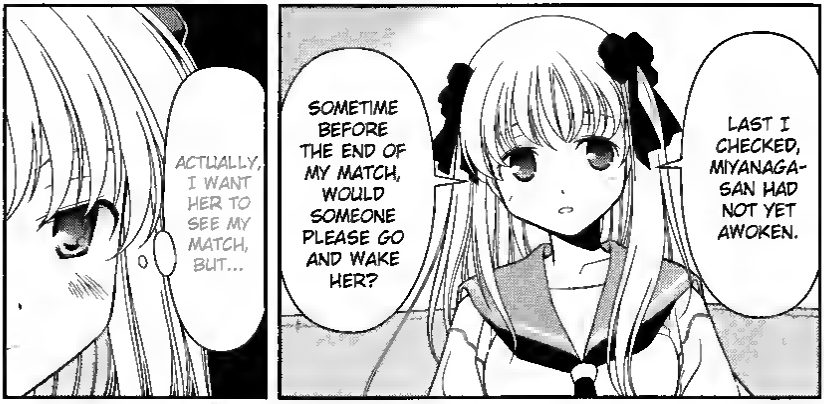


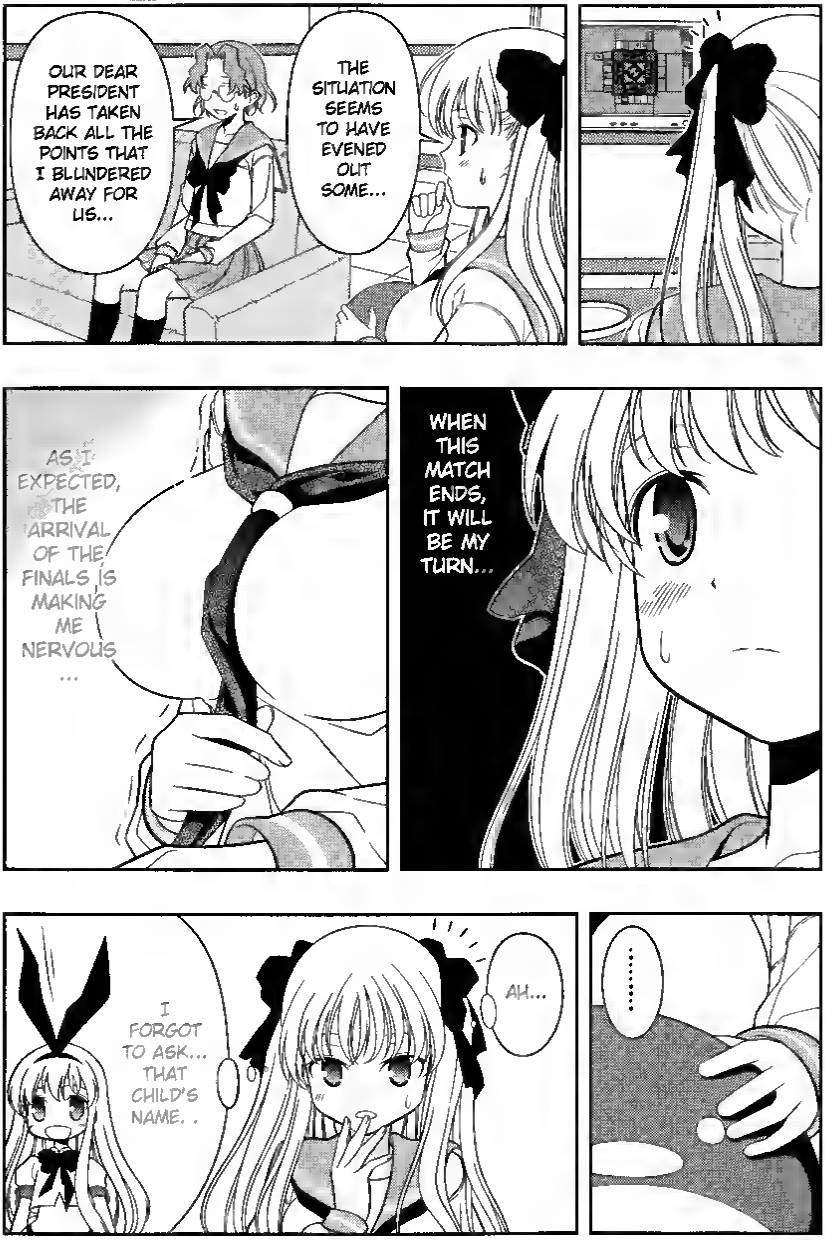
ガチャ
I HAVE RETURNED.
NODO-CHAN!
HEY.
DID YOU SLEEP WELL?

Kiyosumi High School
Waiting Room

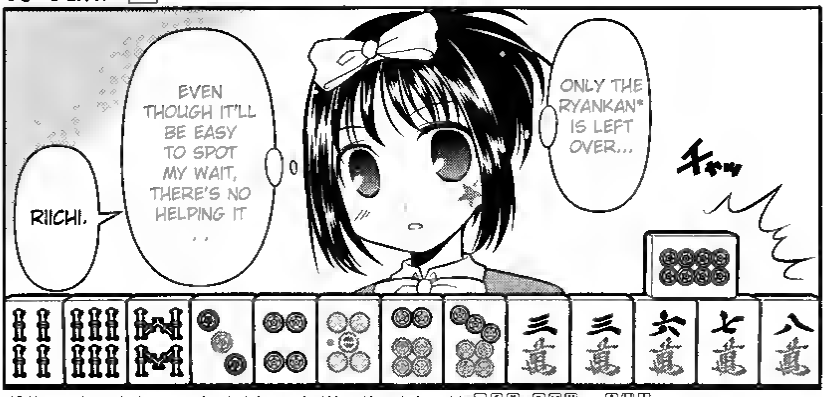
YES.
THANKS TO THE NAP, I AM CONSIDERABLY MORE RELAXED.

UH...? BY "SLEEP," YOU MEAN ...?
NODO-CHAN AND SAKI-CHAN SLEPT IN THE NAP ROOM.

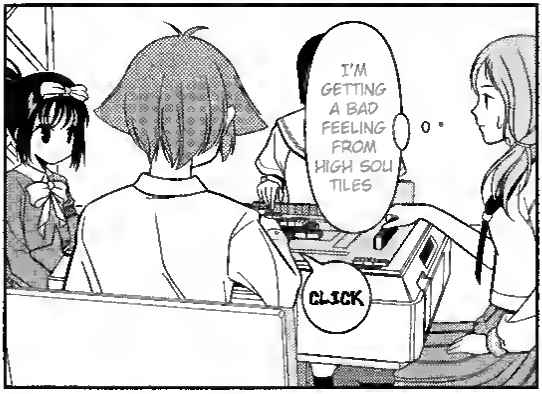

LAST I CHECKED, MIYANAGA-SAN HAD NOT YET AWOKEN.
SOMETIME BEFORE THE END OF MY MATCH, WOULD SOMEONE PLEASE GO AND WAKE HER?
ACTUALLY, I WANT HER TO SEE MY MATCH, BUT...

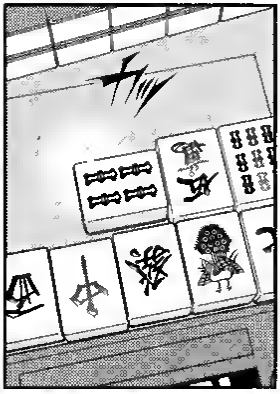

OUR DEAR PRESIDENT HAS TAKEN BACK ALL THE POINTS THAT I BLUNDERED AWAY FOR US...
THE SITUATION SEEMS TO HAVE EVENED OUT SOME...
AS I EXPECTED, THE ARRIVAL OF THE FINALS IS MAKING ME NERVOUS ...
WHEN THIS MATCH ENDS, IT WILL BE MY TURN...
I FORGOT TO ASK... THAT CHILD'S NAME. .
AH...
.....

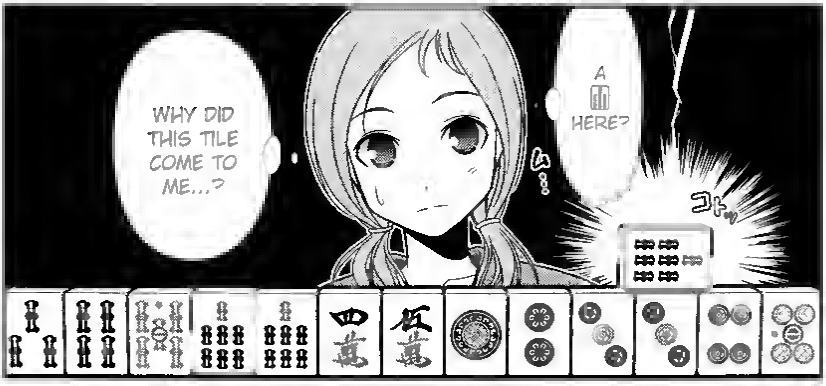
Second Hanchan of the Lieutenant battle, South Second Round West Seat Takei Hisa
IT'S BECOME HARDER TO WIN.
HMM. EVERYONE'S STARTING TO PROTECT THEIR POINTS MORE CAREFULLY, HUH...?
IF YOU SEE SIGNS OF KIYOSUMI'S PREEMPTIVE TENPAI... WHEN YOU DON'T HAVE ANY SAFE TILES, FROM THE LIVE TILES... AND...
BUT, I COULD PROBABLY USE THAT FOR AN UPSET



*RYANKAN A FORMATION OF TILES WITH GAPS BETWEEN THE NUMBERS EX 2 3 4 | 3 5 7 OR 1 3 5



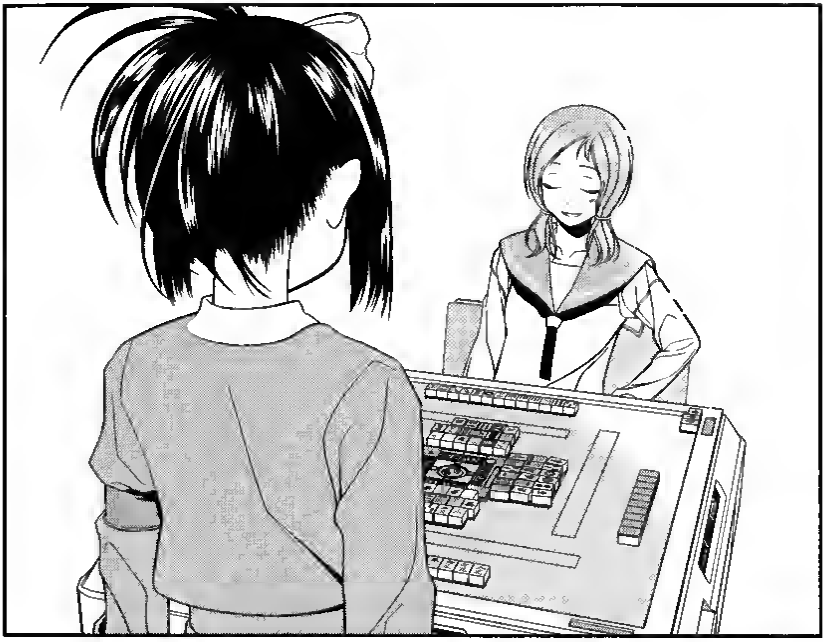


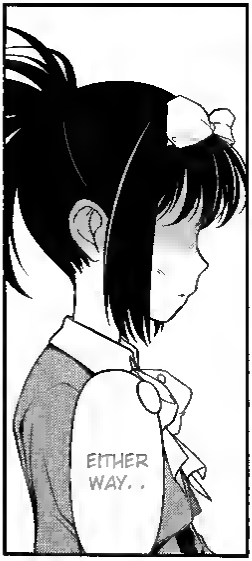


IT'S A FOLLOW-UP RIICHI...!!
RIICHI!
KIYOSUMI HIGH SCHOOL'S TAKEI HISA...
INSTEAD OF CUTTING THE AND COUGHING UP POINTS, SHE THREW AWAY A SANSHOKU FOR HER FOLLOW-UP RIICHI!
H-HOW-EVER, WITH THIS...
SHE WON'T WIN.
AN EMPTY RIICHI ...!!
THERE ARE LIMITS TO HOW BAD A WAIT CAN BE...!!

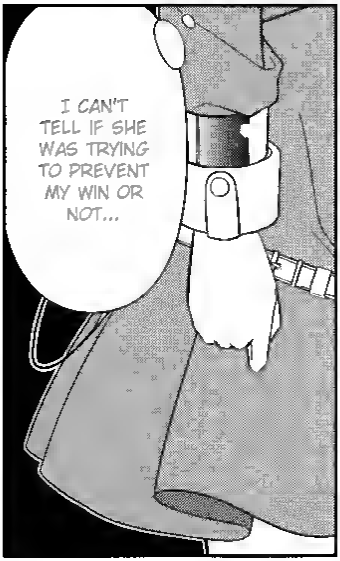
IS SHE GOING FOR MY POINTS WITHOUT FEARING MY DEALER'S RIICHI AT ALL...?
THIS WOMAN'S RIICHI IS IMPOSSIBLE TO READ THE WAIT MIGHT BE TIED TO HER DISCARD, IT MIGHT BE AN HONOR TILE, OR IT MIGHT NOT MEAN ANYTHING AT ALL !!
I'LL INTIMIDATE YOU WITH THE PHANTOMS OF MY PREVIOUS VICTO-RIES...!!
I DIDN'T MAKE THIS RIICHI TO WIN...
STILL ONE AWAY FROM TENPAI, HUH...?
.....
南
南
發

パシッ
IT'S BETTER TO BACK DOWN HERE.
IS RYUUMON-BUCHI'S BACKVEIN, BUT KIYOSUMI IS PRETTY SCARY RIGHT NOW...
TENPAI.
Draw Round
AN EMPTY RIICHI MADE TO FREEZE MY WINNING TILES...!?
ガタ
……

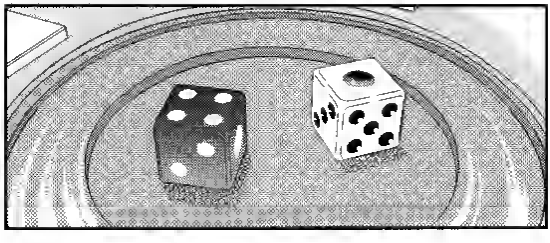


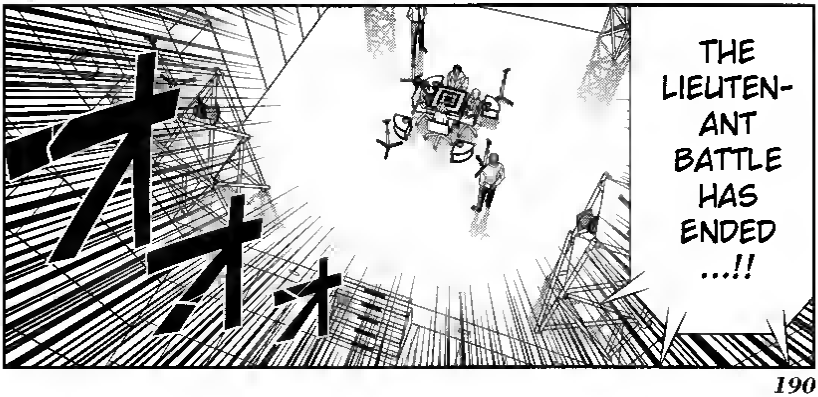

EITHER WAY..

WAS SHE SOME OUT-LANDISH IDIOT AFTER ALL...?
OR SOMETHING ELSE...?


I CAN'T TELL IF SHE WAS TRYING TO PREVENT MY WIN OR NOT...

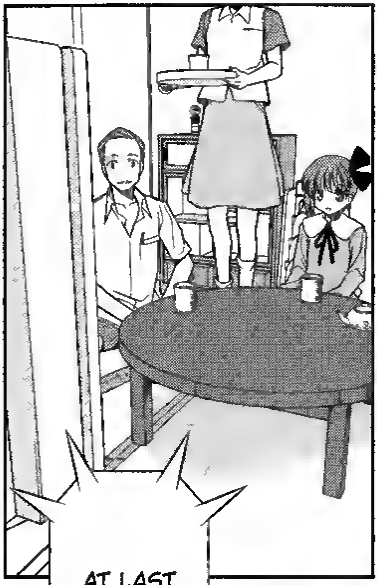
SHE'S AN INTER-ESTING ONE...
Heehee




オオオ
THE LIEUTEN-ANT BATTLE HAS ENDED ...!!

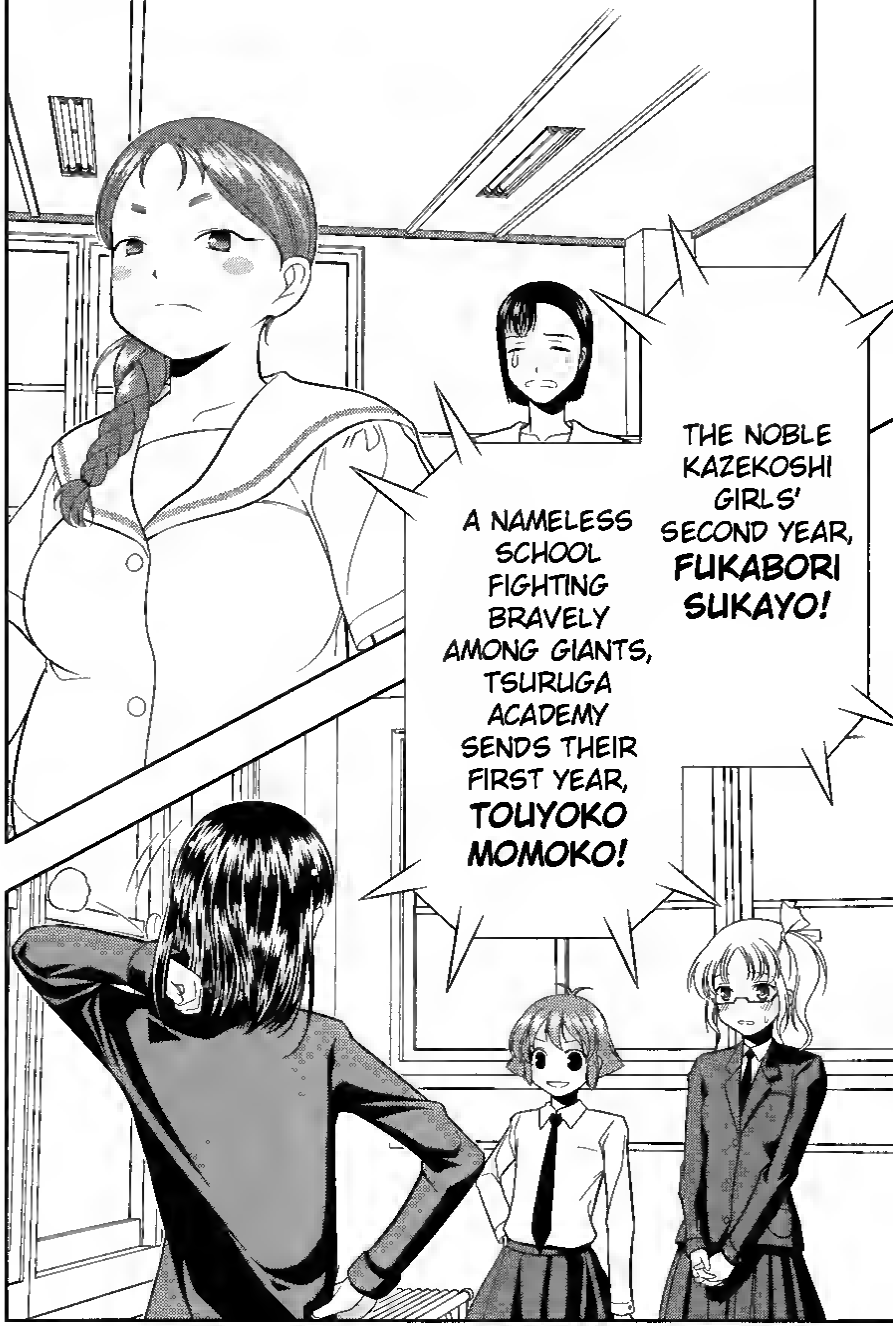
Kiyosumi High School 108500 points.
Tsuruga Academy 93400 points.
Kazekoshi Girls' High School 91800 points.
Ryuumonbuchi High School 106300 points
SINCE THE BEGINNING OF THIS LIEUTENANT BATTLE, THE RANKINGS HAVE BEEN COMPLETELY TURNED UPSIDE-DOWN IN A SERIES OF SHIFTING PLAYS!
ESPECIALLY THOSE OF KIYOSUMI HIGH SCHOOL'S TAKEI HISA, WHO HAS ASTOUNDED US ALL...!!

NOW I HEAD TO THE BATTLE-FIELD..
NOW . .
スッ
コトッ
IT'S START-ING...
ワアアア



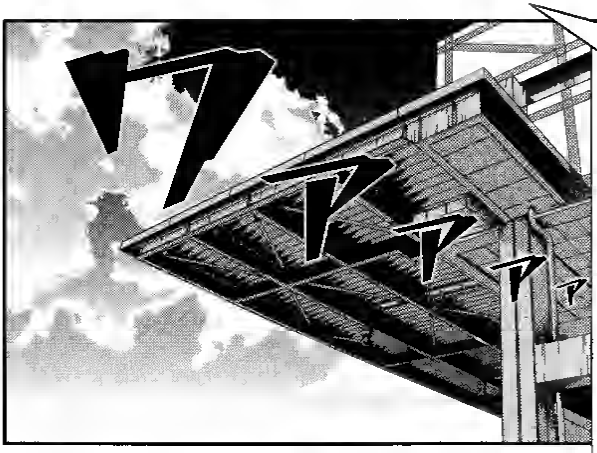
THE FINALS OF THE NATIONAL HIGH SCHOOL MAHJONG TOURNA-MENT PRE-LIMINARIES ...

AT LAST, THE VICE-CAPTAIN BATTLE APPROACH-ES!!


THE NOBLE KAZEKOSHI GIRLS' SECOND YEAR, FUKABORI SUKAYO!
A NAMELESS SCHOOL FIGHTING BRAVELY AMONG GIANTS, TSURUGA ACADEMY SENDS THEIR FIRST YEAR, TOUYOKO MOMOKO!

LAST YEAR'S CHAMPION SCHOOL OF THE PREFECTURE, RYUUMONBUCHI HIGH SCHOOL'S SECOND YEAR, RYUUMON-BUCHI TOUKA!!

AND THEN FOR KIYOSUMI, LAST YEAR'S INTER-MIDDLE SCHOOL CHAMPION... HARAMURA NODOKA...!!
WILL THAT STRENGTH GUIDE HER THROUGH THE INTER-HIGH TOURNAMENT AS WELL!?



THE BATTLE WILL COM-MENCE SOON!!

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color **background** assistant
ヤオキン：表紙・2〜3P BG・目次(4P)ハーモニー
今井修：総扉(1P)BG

special **thnnks**
萩原嘉博　月猫　ZOOD

editor
横山元太

ヤングガンガンコミックス

YG COMICS

咲-Saki-

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He is harnessing the energy of the corn to wage war.
It's because the king of the neighboring country has a monopoly on the corn that is needed to make tacos...
You see...
Right now... This country is on the verge of ruin.
Be-cause...
Why would the neighboring king do such a horrible thing...
Um, no... That's not quite it...
So the Land of Tacos is struggling with low birth rates, huh?
Because he hates tacos.

To be continued!!

SQUARE ENIX.